

Curriculum Map

Year 7 Scheme of Learning Art; Food and Nutrition; Design and Technology

	Art	Food & Nutrition	Design Technology
Unit Title & Assessment Task	Colour/Elements of Art and Artists End of unit assessment that will include a focus on colour theory (mixing/skill and control); understanding of how to create work in the style of Artist's.	Introduction of the kitchen and Nutrition End of unit assessment will include a focus on safety in a scone practical lesson and a written assessment.	Introduction to Design Technology and key skills End of unit assessment will include a focus on product analysis, creativity, designing, making, and finishing skills.
Key Knowledge/ Skills	Understand colour theory and mixing with paint. Learn how to blend with oil pastels. Learn how to create values with pencil. Learn how to hand model with clay. Explore mark making with pens and ink, creating work in the style of an Artist. Explore a range of drawing techniques. (blind, contour, continuous, crosshatching) Understand and be able to use proportion.	Understand about hazards in a kitchen. Learn about dealing with hazards and injuries. Understand about health and safety. Learn about handling, storing and preparing food safely. Understand the Eatwell Guide, the 8 tips for a healthy lifestyle, diet analysis, the importance of fruits and vegetables and sensory analysis. Practical lessons: Layered salad, nachos with homemade salsa, bacon and cheese turnovers and scones. Development of new methods and techniques of preparing and cooking food, whilst following simple health and safety rules. Skills include chopping, preparing and combining ingredients, making sauces, handling pastry, shaping and baking.	Understand the safe use of the DT space, tools and equipment. Learn about the properties of materials. Learn about the work of other designers. Learn how to 'measure & mark', cut with a coping saw, and smooth timber-based materials. Understand about quality control.
Rationale: Short summary explaining the rationale for what is	The scheme builds from KS2 and develops students' basic techniques of pencil control and use of materials. It enables students to develop a critical	The scheme builds from KS2 and develops students' understanding of nutrition and different types of food groups whilst introducing new methods	The scheme develops students' knowledge and understanding of how to work safely in the workshop environment and provides students with

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being learned in this unit and why – no more than 2 sentences	understanding of artists that can inform their own work.	and techniques of preparing and cooking food. Students develop their understanding of simple health and safety rules and build confidence in the kitchen.	the opportunity to study the work of other designers and apply this knowledge to their own designing and making work.
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