

Curriculum Map

Year 8 Scheme of Learning Art; Food and Nutrition; Design and Technology

	Art	Food & Nutrition	Design Technology
Unit Title & Assessment Task	Drawing/Painting Techniques/Developing ideas linked to a theme. Colour theory (complementary colours) and composition. End of unit assessment that will include a focus on drawing and shading techniques (skill and control); watercolour techniques (blending and washes) 3D modelling, complementary colours and understanding of how to develop ideas in the style of Artist's.	Making mini meals End of unit assessment will include a focus on safety and skill in a practical lesson- Garlic bread and a theory-based assessment.	Cultural influences. End of unit assessment will include a focus on creativity, designing, manufacturing and assembly.
Key Knowledge/ Skills	Understand a range of drawing and painting techniques with watercolour. (grid drawing, using values to create form/ monochromatic and paint mixing) To understand the art of another culture- Japan. To understand how to use layering and graduation with mixed media. To learn how to hand model and use an armature with clay. To learn about complementary colours and composition rules. Learn how to develop ideas linked to Artist's.	Understand the different kitchen hazards and understand how to avoid cross contamination when cooking. Recall and Recap the Eatwell guide and the functions of different sections. To understand how to flavor foods and dishes and how to modify recipes. To understand why ready meals and products are consumed and their advantages and disadvantages. To develop sensory vocabulary when taste testing. Practical include: Pizza pinwheels (chopping and pastry handling), skewers (handling raw meat and marinating), Fajitas (chopping, frying and seasoning), sausage rolls (pastry handling with raw meat), garlic bread with cheese (dough making).	Understand about the safe use of the DT space, tools and equipment. Learn about how design might be influenced by different cultures. Learn how to create working drawings. Learn about and understand how to create a design specification. Further develop manufacturing skills.

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Rationale: Short summary explaining the rationale for what is being learned in this unit and why – no more than 2 sentences	The scheme develops students' techniques using a range of materials. It enables students to develop a critical understanding of artists and cultures and use this to develop their own ideas building on yr7 skills.	The scheme builds from KS2 and from KS3 (year 7) and develops students understanding further of nutrition and different types of food groups whilst introducing more methods and techniques of preparing and cooking food, whilst following simple health and safety rules and developing time management skills whilst cooking.	The scheme revisits and builds on year 7 skills and knowledge and allows pupils to further develop their understanding of key design and make concepts. Also, students are introduced to problem solving and planning strategies which are key skills, not only in D&T, but in everyday situations.