

Curriculum Overview – Art, Design & Technology, Cooking & Information Technology

	Rotation 1	Rotation 2	Rotation 3	Rotation 4
	Art	Design & Technology	Cooking	Information Technology
Year 7	Formal Elements (Architecture) <i>Clay, drawing, painting, printing</i>	Mastery skills mini projects Hand skills with Acrylic and Timber CAD/CAM skills	File Management and organisation Extending knowledge and skills: word and powerpoint Mastery Skills Kitchen safety Nutrition; improving and making a 'fakeaway'	File Management and organisation Extending knowledge and skills: word and powerpoint Manual SLR Photography - principles and practice Using Photoshop for design and image manipulation
Year 8	Landscape (Perspective and Colour) Painting and printing	Design cycle project; Design, Make, Evaluate. Considering cultural and social impacts	Taste of the world Components of a 3 course meal Developing cooking skills	Video Camera work and editing Skills workshop on Photoshop as a design tool - graphics and publishing
Year 9	Sea Life (Still Life) <i>Drawing, painting and printing</i>	Design Project Developing the analysis of products and justification of ideas	Developing understanding of cooking methods. Flavour combinations and understanding food groups, nutrition and dietary requirements	Using an SLR camera manually Responding to a creative brief Analysing Media with focus on representation / Blogs and podcast practical task