

# KS3 Technology – Year 9

	Topics Covered	Assessment
<p><b>Year 9 Food Project</b></p>	<p><b><u>Hospitality and Catering</u></b> In this rotation, we will do a mixture of theory, demonstrations and practical work. Theory work will be a mixture of both written and hands on work learning about the hospitality and catering industry, looking at different job roles in the industry, the importance of communication all the way through to menu planning and nutrition.</p> <p><b><u>Theory Lessons to be covered</u></b></p> <ol style="list-style-type: none"> <li>1) ACCESS FM: Finger Foods</li> <li>2) Types of outlets/menus</li> <li>3) Job Roles &amp; Customer Care</li> <li>4) Communication &amp; Teamwork</li> <li>5) Health, safety and hygiene</li> <li>6) Costing/menu Planning</li> <li>7) Group party planning</li> <li>8) Serviette folding</li> <li>9) Table Layouts/Silver Service</li> </ol> <p><b><u>Demonstrations and Practical's to be covered</u></b></p> <ol style="list-style-type: none"> <li>1) Pizza Pin Wheels</li> <li>2) Jam tarts (2 lessons)</li> <li>3) Mini Quiches</li> <li>4) Party Sandwiches</li> <li>5) Party Snacks</li> <li>6) Party Planning</li> </ol> <p>Each lesson will be <b>50 minutes</b> each, <b>unless</b> stated that 2 are needed. Demonstrations are always done the lesson <b>before</b> the practical</p>	<p>1 assessed practical: Jam Tarts and Party Planning</p> <p>1 written piece:</p>
<p><b>YEAR 9</b></p> <p><b>Children's Placemat</b></p> <p>(Sublimation &amp; Hand/Machine Sewing skills)</p> <p><b>6 Week Project</b></p>	<p><b>Design Brief:</b> "Pizza Express, a leading retailer in the hospitality sector, has asked you to design placemats for children who eat at their restaurants. This green incentive aims to remove all paper mats from their stores, by 2016. The designs must entertain children, be machine washable and easy to store."</p> <p><b>Overview of unit:</b> In this unit, pupils will amalgamate their textile skills from Year 7 &amp; 8 to create the placemat. Pupils will be demonstrating a range of skills covering sublimation, Corel Draw design, laser cutting, hand and machine sewing skills. They will learn the advantages of using the Sublimation process and aim to meet the needs of their client in preparation for GCSE Product Design in Year 10.</p> <p><b>Homework:</b> Design &amp; Make – Care Label and Swing Tag</p>	<p>Practical assessment at 2 stages of the project</p> <p>2 written pieces: Midway (informal) and end of rotation (Formal)</p>

## YEAR 9

### Resistant Materials

#### Yr 9 – Maze Game Design

The project is all about challenge and fun. The pupils are tasked with producing a maze game that use's traditional modelling and making skills. They will be tasked with accurately making a wooden maze game that combines both plastic and card. To show them other methods of modelling and prototyping, they will be asked to develop a 3D CAD model of a maze will be made using a 3D Printer. The pupils will also be introduced to both Isometric and Oblique 3D drawing methods.

#### Yr 9 Sporting Trophy

The pupils will get to design and make a 'stick man' trophy that is themed on an up and coming sporting festival. The processes used will include metalwork, brazing and powder coating. The pupils will produce a completed design and finished product over a short timescale

1 assessed practical: completed Maze

1 written piece:

### Progress Tracking Assessment dates

PT1: 14<sup>th</sup> - 18<sup>th</sup> November 2016

PT2: 23<sup>rd</sup> January – 3<sup>rd</sup> February 2017

PT3 22<sup>nd</sup> May – 16<sup>th</sup> June 2017