

<p>Overall curriculum intent - Graphics</p> <p>The De La Salle Graphic Design curriculum intends students to think conceptually, exploring, analysing and evaluating Graphic Design work.</p>	<p>Year 7</p> <p>The foundations of Graphic Design - The students learn how to use tone and colour theory in design. Year 7 students learn how to draw their toy packaging in a 3D isometric drawing. Students learn about soft/hardwoods, sustainability in design, importance of measuring accurately, health and safety in the classroom and using tools in a responsible manner. Year 7 create their own designs and make their own wooden Block Bot toy, selecting the appropriate medium to decorate it. Some students will learn about the technology involved in line chasing robots.</p>	<p>Year 8</p> <p>Exploring 3D drawing - the students learn the fundamental skills of drawing in perspective. Year 8 students learn about logos, typography and use this knowledge to develop their own designs for their own logo. Students are given a brief to design a British restaurant or cafe of their choice. Learning how to draw in a 2-point perspective, to visualise their shopfront in 3D, culminating in making their shop fronts in card. Some students will go on to explore 3D computer software and create a digital version of their designs.</p>	<p>Year 9</p> <p>Students explore sustainability, pollution, biomimicry and 'smart' materials. This unit culminates in a final poster designed for a target audience and applies the theory of publicity to campaign for an issue relevant in society. Year 9 students work together to create a promotional campaign about 'Saving the Ocean'. Students learn how to analyse a brief, form ideas and develop their designs to convey information and create an impactful poster. Some students will have the opportunity to create a 3D CAD design, to print on CAM and create a promotional product for their campaign.</p>
<p>Overall curriculum intent – Food Technology</p> <p>The De La Salle Food Technology curriculum intends to create learners with a deep understanding of the practical cooking skills, the health and safety requirements of food preparation, nutrition and the catering industry.</p>	<p>Year 7</p> <p>Healthy eating – this unit explores food preparation, the equipment of a food preparation area, and nutritional values linked with healthy eating. Year 7 students have the opportunity to create several healthy dishes using a variety of key ingredients and cooking techniques. These include vegetable couscous, chicken goujons and apple crumble.</p>	<p>Year 8</p> <p>Advanced food safety – this unit builds upon the fundamentals of food safety, including the scientific properties and terms linked with food deterioration. This unit deepens their understanding of the potential risks of food preparation and storage. Year 8 students have the opportunity to produce several high-risk dishes focusing on preventing food poisoning and reducing the risk of bacteria and</p>	<p>Year 9</p> <p>Food choice and influence – this unit explores different food cultures from around the world, and dietary requirements and restrictions. It looks at different food movements that are having a larger impact on our intake and food fashions.</p> <p>Year 9 students have the opportunity to produce several dishes using a wide variety of ingredients from around the world.</p>

	<p>Students explore the basics of healthy eating and nutrients identifying their uses and the effect they have on the human body.</p> <p>Students are also given the opportunity to discover where their food comes from and discuss the effects this has on our environment.</p>	<p>contamination. These include chicken curry, sausage rolls and carrot cake.</p> <p>Students begin to explore different nutrients to further develop their knowledge of healthy eating and a balanced diet.</p>	<p>These include lasagne, chicken and chickpea curry and Quorn chilli.</p> <p>This unit teaches students about influences on food choice from a personal as well as a global perspective.</p> <p>students will develop their knowledge of nutrients discussing functions as well as exploring government guidelines and their influence on our diet.</p>
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<p>Overall curriculum intent – Compliant Materials</p> <p>The De La Salle Compliant Materials curriculum intends for students to think conceptually, exploring, analysing and evaluating all aspects of design using Compliant Materials.</p>	<p>Year 7</p> <p>Typography</p> <p>- The students learn about the origins of Typology and how this topic has developed through history.</p> <p>Within this unit they design and make 3D lettering sculptures using Compliant Materials.</p> <p>They learn how to use basic equipment safely and confidently.</p>	<p>Year 8</p> <p>Day of The Dead</p> <p>Through this project students will learn about Mexican culture and tradition.</p> <p>Practical work will include paper mache, clay and Textiles.</p> <p>Practical aspects: Students will use a range of Compliant Materials to create symbols and objects used to celebrate the lives of the dead.</p>	<p>Year 9</p> <p>Furniture design</p> <p>Within this unit the students explore the design of the everyday chair. Students explore the constraints of a client brief and the health and safety aspects of their designs.</p> <p>This unit culminates in a 3D model of a chair inspired by a theme of their choice.</p> <p>They will build on their design skills, client brief and specification requirements and how these can be used in an industry-based career path.</p>
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<p>Overall curriculum intent – Digital Technology</p> <p>At De La Salle we want to provide learners the opportunity to learn technical skills in the use of digital technology. Students will also gain useful experience and an insight into creating computer imagery, videos and computer games which will help prepare them for KS4.</p>	<p>Year 7</p> <p>Movie Making - In year 7 students will be using Adobe Premiere Pro to create movies. The main assessed project will be to follow a specification to create an Olympics TV advert. Students will learn how to design storyboards then use software to import a variety of resources, add titles, transitions, effects and animation to make their videos. The aim is to have them learn the skills necessary and recognise good and bad practice when creating quality content.</p>	<p>Year 8</p> <p>Game Design - In year 8 students will be using Microsoft Kodu Game Lab to create 3D landscapes, add objects and program them to follow user instructions. Projects covered include: a racing simulator, a tower defence game and a 3D version of Pac-man! Students will also learn how to write an accurate specification, to test and improve their algorithms and to evaluate the success of their model.</p>	<p>Year 9</p> <p>Digital Imagery - In year 9 students will be using Adobe Illustrator and Photoshop to create digital media. They will explore concepts such as composition and imagery and will build up a useful set of software skills that they can take forward into their GCSEs. The primary assessed project will be to create a high quality cover for a popular magazine incorporating a mix of different media.</p>
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