













<p>Rotation: Food</p> <p>By the end of this unit of learning all students will be able to:</p> <ul style="list-style-type: none"> - Demonstrate and define different chopping and slicing skills (Julienne/Batons) - Explain a healthy diet – Key Food groups functions, effects on the body and sources of food - Identify seasonal foods - Discuss H&S in food technology including risks, PPE and equipment - Discuss electrical equipment use such as an electric whisk - Explain advanced meat risks and controls - Identify careers in the Food and H&C industry - Explain the processes – Bread doughs, weights and measures, use of the oven, plating, Cutting methods, raw meat handling - Discuss the following recipes – Chow Mein, pizza bread bases, bread rolls, tuna pasta bake, chicken kebabs, plating challenge and mini-Victoria sponges 		<p>Food seasonality Raising agents Risks Controls Knife cutting techniques</p>
		<p>Check point – Pizza dough making End point – Bread roll making</p>
		<p>Knowledge Organiser</p>
<p>Rotation: Textiles</p> <p>By the end of this unit of learning all students will be able to:</p> <ul style="list-style-type: none"> - Explain the work of the Designer Emilio Pucci - Explain the sublimation process for decorating fabric - Discuss H&S in the Textiles room - Explain how to thread a sewing machine. - Using ICT to design and develop a abstract print in the style of Emilio Pucci 		<p>Sublimation Designer Abstract print Top thread Bottom thread</p>
		<p>Check point Research page End point: Mobile phone stand</p>
		<p>Knowledge Organiser</p>
<p>Rotation: Product Design</p> <p>By the end of this unit of learning all students will be able to:</p> <ul style="list-style-type: none"> - Explain the design principals of influential design movements - Know the properties and suitable application of a selection of metals. - Explain how a specification can ensure a successful product - Explain why development is important to make sure a specification is met. - Know the reasons for making a template - Correctly use of a range of tools and equipment such as file, coping saw and glass paper - Know a range of finishing techniques to create a quality finish 		<p>Specification Design Principals – Geometric, symmetry and pattern Template Constraint Casting</p>
		<p>Check point – Designs End point – Pewter Cast Pendant</p>
		<p>Knowledge Organiser</p>

<p>Rotation: Industry</p> <p>By the end of this unit of learning all students will be able to:</p> <ul style="list-style-type: none"> - List different types of motions - Describe different types of cams - Explain where different types of linkages are used - Define structures - Understand why triangulation is used to build bridges - Identify types of structures - Identify inputs and outputs in electronics - Understand how circuits work - Understand how to calculate value of resistors 		<p>Motion Follower Cam Structure Triangulation Resistor Circuit</p>
		<p>3 Mini assessment at the end of each topic.</p>
		<p>Knowledge Organiser Link</p>