

Learning Journey – Design and Technology

Exam Results



WJEC Level 1/Level 2 Hospitality and Catering

Unit 1 - Importance of Nutrition - 60% Coursework – 12 hours - Creating 2 dishes. Focus on menu planning. Presentation of dishes/evaluating cooking skills. Brief given by the exam board.

Unit 1 - Theory Preparation - 40% exam - 1 hour 20 minutes – Exam students focus on revisiting theory in greater depth to demonstrate knowledge.



Theory work – Recall knowledge using past papers to reinforce theory understanding.



Progression to next stage of learning:

- Working in the Hospitality and catering industry.
- Level 3 BTEC Hospitality and Catering



WJEC Level 1/Level 2 Hospitality and Catering

Practical techniques used to develop food/cooking skills, design dishes and develop recipes.



WJEC Level 1/Level 2 Hospitality and Catering – Introduction and basic health and safety revisited. Practical started weekly.



Unit 1 - Exam structure – Hospitality and Catering focus on how they operate/nutrition and material planning.



WJEC Level 1/Level 2 Hospitality and Catering



Understanding the importance of Nutrition and Menu planning.

The skills and techniques of preparation, cooking and presentation of dishes.

During Year 9 students must make their option choices

Careers in Design and Technology and Hospitality

Fashion designer, chef, waiter, business owner, Environmental health officer, engineer, designer, games design, airhostess, Manager, hotel owner, contract caterer, textile artist.



Resistant Materials Moai Heads



Understanding what a design brief is and what they ask us to do -Research, design, make, edit and review.



Design a series of objects - Covering Research, Drawing and Design Skills, Hand and machine processes, Use of Sticka cutter, line bender and Vacuum former.

Product Design – Upcycling Project



Challenge to design. Progressive skills in sewing machines, printing fabrics, productions and planning charts.

Textiles – Pencil cases /key chains

Exploring Food choices and reasons - Choice, religion, dietary, ethical, moral, allergies and intolerances.



Graphics – Pop Up Cards

Design and make - Pop up card -Simple mechanisms, hot foiling, laminating, die cutting and introduction to smart Materials.



5 Forces – Design and Make Tower given a specification – New key words.

Exploring new materials. Design, make, hagnar saw, sanding, filing, painting.

Product Design – Door Hanger Project



Resistant Materials – Structures



Eatwell Guide, Food Safety and Nutrition - Preparing, practical skills such as cutting, bridge and claw, cooker safety. Working with food groups



Baseline Assessment Design and Make Activity Packaging content / Blister pack context.



welcome



Food – Health and Safety and the Law / Factors effecting Food Choices

Identifying Nutrients. Carbohydrates, fats, proteins, vitamins, minerals, healthy eating

Textiles – Scrappy Dolls

Food Technology – Nutrition and Health

Graphics- Mini Me Project

