



	Term 1a	Term 1b	Term 2a	Term 2b	Term 3a	Term 3b
Year 7 Carousel disciplines per term	Food – Hygiene & Safety Nutrition Development of practical skills	Food – Healthy eating development of practical skills	Textiles - Introduction to Textiles Theory and development of practical skills	Textiles – Construction of a pencil case	Engineering Building skills and confidence Health & Safety Measuring accurately Boat	Engineering Practical outcome Emergency Box (measuring joints)
Year 8 Carousel disciplines per term	Food – Nutrition Hygiene and safety Development of practical skills	Food – Effects on food on everyday life Development of practical skills	Textiles - Focus on 6R's Theory and further development of practical skills	Textiles – Construction of a cushion using recycled materials	Engineering Design Steady hand game Typography	Engineering Practical outcome Steady hand game
Year 9 Carousel discipline per term	Food – Introduction to Hospitality & Catering Development of practical skills	Food – Factors that influence food choices within the Hospitality & Catering Industry	Textiles - Developing skills and have a clear understanding of the Design Process	Textiles – Construction of a bag based around Graffiti	Engineering Industrial processes Electrical Systems	Engineering Practical outcome - Electrical construction – Speaker Prototype Evaluation
Year 10 Hospitality & Catering	Introduction to course, build on practical skills Unit 1 – LO1 – Understand the environment in which hospitality and	The functions of nutrients in the body Unit 2 – LO1 Understand the importance of nutrition in planning menus	Cooking methods Unit 2 – LO3 The ability to cook dishes AC3.1 Use techniques in preparation of commodities Unit 1 – LO1	Mini assessment Plan and cook 2 dishes for a specific dietary need	Unit 1 – LO2 – Understand how hospitality and catering provisions operate LO5 – be able to propose a hospitality and catering	Unit 2 – Presentation techniques Development of practical skills Unit 1 – LO4 – Know how food can cause ill health



	<p>catering providers operate</p> <p>Unit 1 - LO4</p> <p>Know how food can cause illness</p>		<p>- Understand the environment in which hospitality and catering providers operate</p> <p>LO3 – Understand how Hospitality & catering provision meets health and safety requirements</p>		<p>provision to meet specific requirements</p>	
<p>Year 10</p> <p>OCR Engineering Design</p>	<p>R105 – Design briefs, design specifications and user requirements</p>	<p>R105 – Design briefs, design specifications and user requirements</p>	<p>R106 – product analysis and research</p>	<p>R106 – product analysis and research</p>	<p>R107 – Developing and presenting engineering designs</p>	<p>R107 – developing and presenting engineering designs</p>
<p>Year 11</p> <p>Hospitality & Catering</p>	<p>Unit 1 –</p> <p>LO1 Understand the environment in which hospitality and catering providers operate</p> <p>LO2 – Understand how hospitality and catering provisions operate</p> <p>LO3 – Understand how hospitality and catering provision meets health and safety requirements</p> <p>LO4 – Know how food can cause ill health</p>	<p>Unit 2 – Mock</p> <p>LO1 – Understand the importance of nutrition when planning menus</p> <p>LO2 – Understand menu planning</p> <p>LO3 – be able to cook dishes</p>	<p>Preparation for Unit 2</p> <p>Development of practical and presentation skills</p>	<p>Unit 2 completion over time</p>	<p>Unit 1 – Preparation for Unit 1 Exam and revision techniques</p>	



	LO5 – Be able to propose a hospitality and catering provision to meet specific requirements					
Year 11 OCR Engineering Design	R106 – Product Analysis and research R107 – Developing and presenting engineering designs	R105 – Design briefs, design specifications and user requirements Exam and revision techniques	R106 – Product analysis and research R107 – Developing and presenting engineering designs	R108 – 3D Design Realisation	R108 – 3D Design Realisation R105 - Design briefs, design specifications and user requirements Exam and revision techniques	