In year 7 and 8, students study Design Technology as a carousel, rotating throughout the two years so as to fully experience and understand the separate aspects of Design Technology before choosing their options in year 9. Students will study each subject in year 7 and 8, allowing for a wide range of skills and knowledge to be learned.

The Subject areas covered are:

- **Resistant Materials** – Students are immersed in a practical working environment, having the opportunity to work with a range of materials, tools, and equipment, and produce a range of small products that allow students to be creative while still developing essential skills necessary to take forward into GCSE and Level 2 qualifications. They will produce items such as an Acrylic Key-Ring, and a wooden Link-Toy, that see students follow the design process from design brief, through to completion and evaluation of a finished piece, and then taken home or given as presents!

- **Food Technology** – Students will prepare and cook a range of sweet and savoury dishes using a wide range of ingredients, while learning essential cookery skills and methods, including how to use knives safely and the differences in pastry styles and how to make them. They will learn about the importance of food hygiene and safety in the kitchen, which is reinforced in every lesson. Dishes include fruit salad, Scones, and Sausage plaits, which can be taken home for the family to enjoy!

- **Graphic Design** – Students learn about designing items such as posters, board games and packaging for exciting projects including Super-Hero Action figures, including making the figures themselves. They will use a wide range of materials and media, and have access to CAD/CAM facilities including laser cutting and 3D Printing, and learn to use technical CAD software such as Sketchup and 2D DesignV2 to produce different aspects of their design work.

- **Textiles** – Students will learn about a range of sewing techniques along with understanding and evaluating the suitability of selected materials and processes. They will learn about scale, design and design principles for printing and print making. They will learn to use a range of tools and equipment, along with software such as Photoshop and ICT to research textiles artists so as to develop their own style of designing and practical skills.