



KEVI CAMP HILL SCHOOL FOR GIRLS



Technology (STEAM) CURRICULUM MAP (YEAR 8)

Students in Year 8 are split into half form groups and work on STEAM (Science, Technology, Engineering, Art and Mathematics) activities for half of the year and Food Technology for the other half of the year.

The form halves swap over at February half term so those who did STEAM then do Food and vice versa.

Students also study Graphic Communication and Art as part of their Technology offer. Please see the Art and Design – Graphic Communication, and Art and Design – Fine Art curriculum maps for details of the projects the students complete in these subjects.

The table below details the activities that students complete in STEAM and Food Technology.

STEAM	Food Technology
<p>History of manufacturing – from craft production to cutting edge technology.</p> <p>Nanotechnology – Students learn about nanotechnology and design their own product that uses nanotechnology to make it possible, or enhance it.</p> <p>Space tourism – Students consider the concept of space tourism and produce a poster either advertising space tourism or a propaganda poster against space tourism.</p> <p>3D design – Students learn how to design objects in 3D using Tinkercad and design and make themed objects.</p> <p>Advanced 2D Design</p> <p>Nesting Box</p>	<p>Multicultural/Ethnic food</p> <p>Design for Health/Catering for Needs</p> <p>The appliance of Science</p> <p>Staple foods across the world</p> <p>Bacteria in food</p> <p>Hygiene in a food work place</p> <p>International cuisine</p> <p>Cooking methods</p> <p>Food waste and sustainability</p> <p>4 practical lessons</p>