



# KEVI CAMP HILL SCHOOL FOR GIRLS



## Technology (STEAM) CURRICULUM MAP (YEAR 9)

Students in Year 9 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
<ul style="list-style-type: none"> <li>• An introduction to Architecture</li> <li>• Responding to a design brief for an “Outdoor classroom”</li> <li>• Creating a design concept</li> <li>• Research – primary and secondary</li> <li>• Site visit</li> <li>• Creating a moodboard</li> <li>• Design ideas (traditional and digital processes Inc. Tinkercad)</li> <li>• How to present a professional project board</li> <li>• Understanding proportions</li> <li>• Demonstrating practical skills through mixed media model making (including 2D design and the laser cutter)</li> <li>• Professional presentations</li> </ul>	<ul style="list-style-type: none"> <li>• Design a menu following a brief</li> <li>• Create a menu for an event – two starters, two mains and two desserts.</li> <li>• How to work in a professional environment – working with others/ roles</li> <li>• Awareness of food allergies and dietary restrictions / cost of food / ingredients</li> <li>• Make / print out a physical menu</li> <li>• Demonstrating practical skills (6 practical lessons)</li> <li>• Professional presentations</li> </ul>