



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
Introduction to STEAM Designing themed signs and working to a brief Understanding and using 2D design Understanding the laser cutting process Designing personalized products and creating briefs Advanced 2D design Professional presentations Growth Garden Architecture Project – design a learning and sanctuary space within the school grounds	Design a menu following a brief – Create a menu for an event – two starters, two mains and two desserts. Working in groups / Collaborative work Awareness of food allergies and dietary restrictions / cost of food / ingredients Make / print out a physical menu Presentation to peers (final lesson) 6 practical lessons