



KEVI CAMP HILL SCHOOL FOR GIRLS



Technology (STEAM) CURRICULUM MAP (YEAR 7)

Students in Year 7 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"> • Introduction to STEAM • Women in STEAM – professional presentations • Digital portfolio • Understanding 2D design – complete a set of practical challenges • Introduction to product design (traditional and digital processes) • Developing skills in 2D design – design and make a personalised keyring • Introduction to the laser cutter • Project evaluation 	<ul style="list-style-type: none"> • Introduction to Food technology • Food hygiene • Understanding recipes • Utensils and processes • Nutrition • Cooking Methods – melting, sieving, mixing etc. • Healthy meals and how to identify them • Energy needs and intake • Technology and science in cooking • Developing practical skills (4 practical lessons) • Evaluating practical lessons