

<b>Year 7</b>	<b>Catering</b>	<b>ICT</b>	<b>Product Design</b>
<b>Rotation 1</b>	Kitchen Hygiene	Network Set Up	Analysis of a design brief and specification
<b>Rotation 2</b>	Balanced Meals	Network and Semaphores	Design Process
<b>Rotation 3</b>	Table Setting and Decor	From Network and Semaphores to the internet	Hand sewing and introduction to the sewing machine

<b>Year 8</b>	<b>Catering</b>	<b>ICT</b>	<b>Product Design</b>
<b>Rotation 1</b>	A Balanced Diet	Layers of computing systems	2D/3D drawing and Material and properties of paper and boards
<b>Rotation 2</b>	Catering for Special Diets	Programming essentials in Scratch	Modelling and manipulating materials
<b>Rotation 3</b>	Hygiene and Preparation Techniques	Programming essentials in Scratch	Responding to the work of others

<b>Year 9</b>	<b>Catering</b>	<b>ICT</b>	<b>Product Design</b>
<b>Rotation 1</b>	Costing a menu	Representations – from clay to silicon	Smart materials
<b>Rotation 2</b>	Culinary Trends and Innovations	Vector Graphics	Writing a design specification
<b>Rotation 3</b>	Catering for Special Events	Vector Graphics	Understanding a target customer

\*Full and detailed curriculum maps used by the Academy are available on request