



Food technology

Recipes for this year include , pizza, cheesy scones , vegetable chowder and carrot cakes.



Food technology

We will develop high food safety and hygiene standards, build basic kitchen skills, develop testing & sensory skills, be able to use simple hand electrical equipment, soup making, baking, using the same recipe to create two completely different outcomes substituting ingredients and Rubbing in.



Graphic design

Skills that will be developed will be sketching neatly, using isometric paper as well building on our skills from year 7 by looking at orthographic projection in more detail.



Graphic design

We will also look at designing a new school badge and well as drawing the existing one and designing packaging for a crash helmet using nets.



Graphic design

This module will introduce you to simple 2 point perspective and isometric sketching which will help you draw something in 3d that will look very realistic and lifelike.



Cam toy

Skills such as constructing a box frame, drilling holes accurately, fretsaw work, graphic design of the back-board and potentially 3D printing are just some of the things that are new in this project.



Cam toy

Ever wondered how objects move and work? If so this is for you. This project shows how we can turn oscillating to linear movement. We will design a scene that involves moving parts or components.



Testing

Will you be able to pass your own and others steady hand games?



Steady hand game

Your skills from year 7 will be built on as we vacuum form the base, braze the ring, shape the wooden handle using a rasp and solder the components together.



Steady hand game

For developing future surgeons and electrical engineers! This project will introduce topics such as ergonomics and electronics.

