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TECHNOLOGY

YEAR 7 Curriculum Newsletter

Contact

John Potts
WPT Technology Subject Director
jpotts@cliftonschool.org

Curriculum Intent

The Design and Technology curriculum aims to develop students' skills, knowledge, values and passion for Design and Technology, to allow them to be successful in an ever-changing world.

Students will develop their problem solving, organisation, planning, creativity and analysis skills, through a carefully developed curriculum. This provides opportunities for students to gain understanding of a range of materials, ingredients and the impact these have on themselves and the world around them.

Strong values of high expectations, pride in their work, confidence, strong work ethic and a growth mindset, are instilled in students throughout their education in Design and Technology at WPT. A deep passion for the subject is developed, through highly-engaging and relevant curriculum content, with an emphasis of involving industry in the classroom, through an extensive network of links with third parties.

Year 7 Curriculum

In Year 7 students undertake a range of focussed practical tasks to develop their manufacturing skills, they complete the following practical tasks:

- Tangram Project
- Ali-Mals Project
- Pewter Casting Project

In Food Technology, students learn about the source, seasonality and nutrition of a range of commoditiesa and learn to cook and prepare the following dishes:

- Fruit Salad
- Deli Salad
- Pizza Toast
- Breakfast Muffins
- Apple Crumble

Alongside this, students learn a range of design and problem-solving skills to prepare them to respond creatively to a series of context-based problems.
The contexts they are given in Year 7 are:

- Designing Chad Valley a children's educational toy, which must be made from timber and have a moving part
- Designing an animal-themed souvenir made from metals for Millennium Galleries, who are looking to extend their range of products in their gift shop
- Developing a recipe for a vegetarian curry that is inspired by a culture of your choice

Assessment Points

Students are assessed on an ongoing basis against the follwing crirtiera, that link directly to the Technoclogy Can Do statements; Research, Solving Problems, Specification, Design Communication, Manufactuing Plans, Mathematical Modelling, Isometric Drawing/CAD Drawing, Manufacuting Knowledge, Manufacturing Skill, Testing and Evaluation.

Immerse Yourself

STEM Grand Challenges

- Develop skills
- Future Career Opportunities
- Learn About Technololgy

Licence to Cook

- Learn How to Cook
- Make Informed Decisions
- Healthy Eating Challenges

Product Design: Unleash your inser desginer and take on some of the STEM desgin tasks provided by STEM Learning. STEM Learning are dedicated to empowering young people with the skills and knowledge to thrive through effective teaching and learning.

Apply the Food and Nutrtion skills you've learnt in lesson by giving some of these recipies a go at home with Licence to Cook.

There are also a range of revision resources available on Google Classroom. Be sure to collect any physical resources your teachers give out over the upcoming week.

Test Your Knowledge with Quizlet...

Quizlet's Y7 Design and Technology flashcards are a fantastic way to memorise relevant Tech terms to help you with your studies. Click on the icon below to start!

Praise and Reward

Our rewards system can be broadly split into four categories: classroom level, subject level, school level and privilege rewards. We'll focus on classroom and subject rewards here - for more information about our rewards schemes, please see our website.

CLASSROOM LEVEL REWARDS

Awarded for: working hard, taking risks and rising to a challenge, making mistakes and learning from them, helping others, and taking pride in the school community.

Rewarded by: praise postcards, positive phone calls to parents/carers, positive text messages home, and lesson based prizes.

SUBJECT LEVEL REWARDS

Reward scheme: Star of the Week, Curriculum Awards (Subject/School Way, Participation, Working with Pride, Embracing the Whole Curriculum), High Flyer, Extra Mile, Most Improved.

Rewarded by: names displayed on reward boards, certificates, social media posts.

Broadening Horizons

Technology, as a subject area, holds very strong links with employment, FE and HE offering students a range of pathways, post secondary education.

The Technology curriculum is forward thinking in creating opportunities to enrich students' experiences, always looking for opportunities to work with external parties from a range of backgrounds from industry partners, local employers, FE and HE, to be involved in enriching the Technology curriculum.

Sheffield has long been renowned for its strengths in the digital and creative industries, but it goes far beyond that now, as capabilities in digital and tech have found specialisms within other sectors, meaning Sheffield is leading the way in mobility, education and manufacturing technology. Check out some of the companies below that started small but think big in the technology world.

Universal Everything

Universal Everything - Sheffield

Universal Everything is a digital arts studio founded and nutured in Sheffiled by Matt Pyke in 2004. They are now a collective of media artists, experience designers and future makers. Their network includes 60+ architects, engineers, designers, cinematographers, animators, musicians and developers. Click on their logo to discover more.

The Advanced Manufacturing Innovation District (AMID)

Together with other land owners, the two Sheffield Universities, and Sheffield and Rotherham Councils are creating the UK's Advanced Manufacturing Innovation District (AMID) centre of excellence in metals and materials manufacturing. The area houses many of the UK's leading manufacturers, including Boeing, Rolls-Royce, McLaren, Alcoa, Liberty Steel and Forgemasters, and is offering lots of opportunites for our young people to consider a career in Technology. Click on their logo to find out more.

Sheffield Business Park

Junction 33 & 34 I M1

Careers

We run a series of 'Careers in the Curriculum' weeks in our school. For Technology, this week takes place in March. Students take part in a number of activities to encourage them to think about how what they learn in the classroom can be applied in a number of future careers.

In Year 7 Careers lessons, students begin to look at what Design Technology means in our everyday world. There is a big focus design, what it means and objects that have been designed for different purposes.

The Design Technology Association have produced a YouTube short to introduce young students into the world of DT. Click on the logo below to watch it now and more of their shorts on the industry.

The Technology Way

Our subject has a 'Subject Way' at the heart of it. Our Subject Way is designed to help students become young subject specialists. The Technology Way is followed in all of our lessons and has two main purposes:

Firstly, to teach students the vital skills they need to achieve their full potential and gain the very best grades they can. Secondly, to teach students how each subject relates to the wider world, incorporating the life skills they will learn.

Have your say!

At WPT we're always looking for feedback. If you have any thoughts/opinions on this Curriculum Newsletter, its content or the curriculum in general, please click on the title to fill out a short feedback form.