

Year 10 Domain Knowledge and Skills.

FNT	TEW	TEL	TEM	TEF
<p>Knowledge</p> <ul style="list-style-type: none"> ▪ History of Hamburgers ▪ NZ Beef and lamb Cuts/tender cuts ▪ Nutritional knowledge of beef and lamb (iron) ▪ Dry and moist heat methods of cooking ▪ Storage and handling of meat ▪ Adding flavour (spices, cultural influences) ▪ Presentation ▪ Associated food ▪ Sensory testing 	<p>Knowledge</p> <ul style="list-style-type: none"> ▪ Veneering and Marquetry <p>Joints</p> <ul style="list-style-type: none"> ▪ (corner) ▪ Adhesives (types and uses) <p>Materials</p> <ul style="list-style-type: none"> ▪ (types, properties and uses) ▪ Finishing <p>Codes of Practice</p>	<p>Knowledge</p> <ul style="list-style-type: none"> ▪ Development/Inventions of electronics in the 20th century ▪ Electronic symbols and circuit diagrams ▪ Input/Process/Output System ▪ Recognising components by their physical appearance ▪ Recognise the input, process and output parts of a telephone. ▪ Recognise that integrated circuits are at the heart of electronic products ▪ Know what programmable chips are ▪ Know how the picaxe chip functions 	<p>Knowledge</p> <ul style="list-style-type: none"> ▪ Structures (manmade and natural) ▪ Simple machines (incline plane, wedge, screw thread, lever, wheel and axle) ▪ Mechanisms(cams, cranks, pulleys, gears) ▪ Types of motion(reciprocating, oscillating, rotary, linear) ▪ Materials- types,properties and uses. ▪ Alternative energy- Types,Societal links ▪ Working to codes of practice (safety and tolerances) 	<p>Knowledge</p> <ul style="list-style-type: none"> ▪ Safe Practice ▪ Codes of Practice (garment construction) ▪ Body Measurements ▪ Pattern Layout ▪ Interpreting a design ▪ Materials-woven/knits (aesthetics/function) ▪ Modelling ▪ History of Fashion and its impact on trends

Skills	Skills	Skills	Skills	Skills
<ul style="list-style-type: none"> ▪ Measuring ▪ Reading a recipe ▪ Organising ingredients ▪ Burger/pattie making ▪ Cutting/slicing etc ▪ Grilling ▪ Simple sauces ▪ Food presentation ▪ Sensory testing ▪ Safe use of equipment(microwaves, ovens, hobs) 	<ul style="list-style-type: none"> ▪ Sketching ▪ –2D/3D (crating, isometric, rendering, layout) ▪ Instrumental –orthographic dimensions/scale ▪ Cutting Lists (material selection, quantities, costing) ▪ Modelling ▪ Measuring,Marking, Cutting, joining, Finishing to agreed specs. ▪ Codes of Practice 	<ul style="list-style-type: none"> ▪ Connect together a combination of input/process and output modules ▪ Solder basic electronics components into a working solution from a circuit diagram ▪ Using a transistor lamp, switch, LED and resistors ▪ Disassemble and assemble a working telephone ▪ Capable of programming the picaxe chip with basic commands ▪ Model a circuit diagram of a functional robot with 2 motors and a picaxe of chip using crocodile clips ▪ Working drawing, elevation and plan of vacuum forming mould. ▪ Codes of practice for the mould and assembly use of a soldering iron, bandsaw, scrollsaw, sanding machine and vertical drill. ▪ Mark, Cut, Shape 	<ul style="list-style-type: none"> ▪ Marking, cutting, joining, finishing to agreed specs. <p>Welding-</p> <ul style="list-style-type: none"> ▪ oxy-acetylene (brazing, braze welding) <p>Machining</p> <ul style="list-style-type: none"> ▪ (centre lathe work, power cutting, grinding/sanding, drilling) 	<p>Using tools and equipment</p> <ul style="list-style-type: none"> ▪ Threading sewing machines ▪ Use of overlockers, irons and ironing press <p>Garment Construction</p> <ul style="list-style-type: none"> ▪ Measuring/Joining/Finishing to agreed specs. ▪ Plain seams ▪ Casings ▪ Invisible zips ▪ Pattern adaptation ▪ Tailors tacking ▪ Darts ▪ Machine hems ▪ Facings ▪ Trimming ▪ Clipping ▪ Understitching <p>Fabric Embellishment</p> <ul style="list-style-type: none"> ▪ Use of visoflex ▪ Machine embroidery ▪ Tie dying