



Blue Coat Church of England Academy

Year: 11

Subject: Design Technology - Hospitality & Catering

Overview

Here at Blue Coat Academy, our Hospitality & Catering students have one single and one double lesson per week. Pupils will complete homework tasks fortnightly, such as subject related wider reading or exam style practice tasks.

Double lesson focus is on preparation, cooking and presentation skills to prepare for the three hour practical exam as well as alternating to complete supporting written coursework weighted at 60% of the exam criteria.

Single session will focus on the theory of the hospitality industry to prepare them for their written exam which carries the final 40% of their grades.

Pupils are also given the opportunity to sit an industry standard 'food hygiene certificate to support them with this and add to their CV to aid future part-time jobs or future careers within Hospitality & Catering.

All pupils will be assessed continually and photographed on their practical skills which will also include room maintenance and dish presentation under the headings, beginning, emerging, developing, secure and mastered to reflect and build up to the criteria of GCSE.

Within each ½ term there will also be two theory assessments that reflect each module's focus, graded within the 1-9 criteria at KS3 and also under the heading beginning, emerging, developing, secure and advanced. At KS4 pupils will be graded either a pass, merit or distinction based on the exam criteria.

All of the recipes are planned to be completed within 90minutes, including the clearing up of the work area. The clearing up at the end of the session is an important part of pupils learning as pupils are constantly assessed by their teacher on their time management, teamwork, hygiene and safety practices, a key point on the 60% coursework GCSE assessment criteria.

All Practical's and their ingredients are available on '**Show My Homework**', if pupils have lost their log in details, pupils can gain access via the 'schools websites 'pupil access' link and select teachers name to view the list of ingredients required for their practical.

All recipes for each year group are evaluated and 'survey monkeyed' each rotation, to insure they are relevant, provide progression of skills across each year group and that are popular amongst the pupils we teach , as our aim is to increase the knowledge and understanding of ingredients through practical session and build on a healthier lifestyle for a sustainable future.

STEAM is an important factor within the whole school curriculum and is featured within Hospitality and Catering via the following topics across all year groups:

Science - Through knowledge and understanding of food, nutrition and its function within the human body and how cooking methods aids digestion and impacts on nutritional content. (AO1, A02)

Technology - Through evaluations of new and existing products to aid the modification process of individual products to make them suitable for different target groups and be successful on the open market. These will then be marketed and packaged correctly to fulfil both legal requirements and global social and environmental issues. (A02)

Engineering - N/A

Art - This is delivered through creative plating up methods showcasing key skills in preparation and cooking methods. (A03)

Mathematics - via the continual weighing and measuring of both solid and liquid of standard components, calculations of time verse heat during practical sessions and the conversion from costing of ingredients to cost per portion and selling formula to suit the hospitality sector. (A03)

To add value to the subject we as a Design & Technology Department have created a home recipe booklet for fun, quick and easy recipes to try at home with friends and family, follow the link 'Sweet Treats' on the school website. These recipes have been chosen by pupils for pupils. The aim is to enhance pupils cooking skills, independence, confidence, maths and literacy skills as well as engage both pupils and their parents within the school's curriculum.

Unit 1

Pupils will be introduced to the assessment marking criteria and task set by Eduqas 1/2 Hospitality & Catering Vocational award.

Which is 60% coursework (based on catering and nutrition) and 40% exam (based on the hospitality industry).

Pupils will analyse and begin to complete theory in preparation for the coursework section, whilst also continuing to develop their practical skills and build up to the capability of producing a three course meal in one setting, in preparation for their final exam. Pupils will take part in a practical activity each week. This may be by either making a product to take home or by taking part in a Food Science investigation. Food science investigations are key to developing knowledge on how ingredients function in different products. For these investigation lessons all ingredients will be provided by the school. I have not included these below as pupils will not be taking home a made product. Pupils will also gain a live understanding of the hospitality and catering industry via the NEW catering agency ASPENs within our school with tours of the school kitchen and the technical equipment and batch production techniques and skills as well as the sales and profit accounts of goods sold. Pupils will also be given the opportunity of real life catering events, such as the planning and preparing meals for the senior citizens party or other Lent appeal opportunities within the school, which can be referenced within their CV to enhance future job probabilities.

Unit 2

The skills taught above will then be used to complete timed independent COURSEWORK based on a specific brief and task set by the examining board, where by pupils will research, plan and make two dishes, which are fit for purpose and creatively plated, which they are able to explain its suitability. (6 hours- theory)(3 hour-practical exam).

Recipes

3 hour exam preparation L03

1. Knife skills, cooking methods and techniques- based on individual pupils strengths and weakness.
2. Design idea 1
3. Design idea 2
4. Design idea 3
5. Design idea 4
6. Final Exam (3 hours)

Unit 3

Pupils will begin revision timetable and explore areas of strengths and weakness and build gaps within their knowledge through a variety of activities and workshops.