



	<b>Biotechnology</b>	<b>Multi Materials</b>	<b>Electronics and Control</b>
<b>Achievement Objectives</b>	<p><b>Brief development</b></p> <p>Justify the nature of an intended outcome in relation to the need or opportunity. Describe the key attributes identified in stakeholder feedback, which will inform the development of an outcome and its evaluation.</p>	<p><b>Planning for practice</b></p> <p>Undertake planning that includes reviewing the effectiveness of past actions and resourcing, exploring implications for future actions and accessing of resources, and consideration of stakeholder feedback, to enable the development of an outcome.</p>	<p><b>Outcome development and evaluation</b></p> <p>Investigate a context to develop ideas for feasible outcomes. Undertake functional modelling that takes account of stakeholder feedback in order to select and develop the outcome that best addresses the key attributes. Incorporating stakeholder feedback, evaluate the outcome's fitness for purpose in terms of how well it addresses the need or opportunity.</p>
<b>Key Competencies</b>	<p><b>Using language, symbols and texts.</b></p>	<p><b>Managing Self</b></p>	<p><b>Using language, symbols and texts.</b></p>
<b>Context</b>	<p><b>Biotechnology</b>                      Product disassembly, yoghurt analysis, food labelling, properties and uses of yeast.</p> <p><b>Food Technology</b>                      Safety, equipment, food hygiene, personal hygiene, food storage, nutrition, processes and techniques</p>	<p><b>Bone Carving</b>                      Design, develop and make a product.                      Safety.                      Processes and techniques</p> <p><b>Pewter / Accessories / Jewellery</b>                      Design, develop and make a product.                      Safety.                      Processes and techniques</p> <p><b>Working with Plastics</b>                      Design, develop and make a product.                      Safety.                      Processes and techniques</p>	<p><b>Circuits</b>                      Properties of a circuit, safety, soldering, component identification.</p> <p><b>Electronic Game</b>                      Design a game that consists of a circuit, and either a thermoformed or computer designed case.</p>

**This annual plan will be reviewed in Term 4 of each year.**