



You will need to know the following information from your DT lessons. One of these you may not have done.

Food >>

Be able to list food found in the 5 main of nutrients and their functions. Identify some deficiency for some of the food groups.

- ⇒ Carbohydrates
- ⇒ Proteins
- ⇒ Fats
- ⇒ Vitamins
- ⇒ Minerals

Be able to identify a range of hazards and ways to prevent them in the food room. Referring to types of contamination such as bacteria, chemical, physical and cross-contamination.

Textiles >>

- Be able to discuss the properties and provide example uses of Cotton, Felt & Nylon.
- ◆ Be able to identify a textile component such as a Zip, Toggle, Button etc. and a example of their use.
- ◆ Be able to explain the textile technique of Applique, types of hand stitches and the term 'resist dying' in relation to tie-dye.
- ◆ Be e able to explain the difference between the textile categories of natural and synthetic material's.

Starlight >>

Be able to explain and provide examples of the following materials categories.

- Hardwoods
- Softwoods
- Manufactured Boards
- Plastics (thermoplastics & thermosetting)

Be able to explain the basic electronic components used within the starlight project.

Automata >>

- ◆ Be able to name thee different classifications of woods and be able to give examples of each listing their properties and common uses. (pine, MDF, Plywood)
- ◆ Be able to identify the machinery you used to make your automata and be able to list safety precautions while using the machines.
- ◆ Be able to explain why softwoods are more sustainable than hard-woods.
- ◆ Be able to identify the mechanism used in your Automata and be able to describe its operation in simple terms.

Design Styles >>

- You must know about the material - ceramic.
- You should know what it's working properties are and what kind products it is used for.
- You must know about the follow design movements:
 - Pop Art
 - Memphis
 - Art Deco
 - De Stijl
 - Art and Crafts
 - Modernism
- For each design movement you must be able to talk about what they look like, common themes and when they were popular.
- You must also know about the designer and architect Antoni Gaudi. Where did he live? When did he work? What kind of things did he design?