#### 1. Year Groups

Years 5/6

technology

**Prior learning** 

Designing

# 2. Aspect of D&T

Food

## **Focus**

Celebrating culture and seasonality

### 4. What could children design, make and evaluate?

bread pizza savoury biscuits savoury scones savoury muffin cereal snack soup other - specify

### 7. Links to topics and themes

Festivals Cultures/Celebrating Diversity Celebrations Special Events Seasons Sustainability Food Our Local Community other - specify

10. Investigative and Evaluative Activities (IEAs)

results in e.g. tables/graphs/charts and by using evaluative writing.

processed? What is the nutritional value of a product?

ingredients/finishes/shapes on the finished product?

#### 5. Intended users

themselves younger children parents older people grandparents people with special dietary needs consumers from a variety of cultures other - specify

#### 8. Possible contexts

leisure school traditions enterprise healthy eating local environment/community sustainability wider environment global citizenship other – specify

# 6. Purpose of products

celebration special event for sale food for travel picnic visit other - specify

# 9. Project title

Design, make and evaluate a\_\_\_ \_\_ (user) for \_\_\_\_ \_ (purpose) To be completed by the teacher. Use the project

title to set the scene for children's learning prior to activities in 10, 12 and 14.

#### 11. Related learning in other subjects

- Mathematics and computing making use of mathematical and computing skills to present results of sensory evaluations graphically, handling and interpreting data.
- Spoken language developing relevant vocabulary including sensory descriptors. Give well-structured explanations.
- Science using and developing skills of observing, questioning, changing state of ingredients.
- retrieve digital content.

- Geography distribution of natural resources i.e. food.
- Computing use technology purposefully to

# 13. Related learning in other subjects

- Science properties of materials and changes of state.
- **Mathematics** measuring mass kg/g. Understand and use approximate equivalences between metric and imperial units.
- Spoken language new technical vocabulary.

information about food from around the world

16. Possible

resources

video clips of foods in the context of where they come from, used and eaten

range of relevant examples of foods to taste and evaluate

basic recipes

suitable equipment and utensils to make and cook recipes such as: weighing scales, measuring jugs, bowls, spoons - various sizes, baking trays, parchment paper, plastic film

# 17. Key vocabulary

ingredients, yeast, dough, bran, flour, wholemeal, unleavened, baking soda, spice, herbs

fat, sugar, carbohydrate, protein, vitamins, nutrients, nutrition, healthy, varied, gluten, dairy, allergy, intolerance, savoury, source, seasonality

utensils, combine, fold, knead, stir, pour, mix, rubbing in, whisk, beat, roll out, shape, sprinkle, crumble

design specification, innovative, research, evaluate, design brief

# 18. Key competencies

problem-solving teamwork negotiation consumer awareness organisation motivation persuasion leadership perseverance other - specify

## 19. Health and safety

Pupils should be taught to work safely and hygienically, using tools, equipment, techniques and ingredients appropriate to the task. Prior to undertaking this project risk assessments should be carried out, including identifying whether there are children who are not permitted to taste or handle any food ingredients or products.

20. Overall potential of project

# develop and communicate ideas. Making

and purpose.

 Write a step-by-step recipe, including a list of ingredients, equipment and utensils

3. Key learning in design and

Have knowledge and understanding about food

and apply a range of techniques for measuring

Generate innovative ideas through research and

design brief and criteria for a design specification.

Explore a range of initial ideas, and make design

Use words, annotated sketches and information

and communication technology as appropriate to

decisions to develop a final product linked to user

discussion with peers and adults to develop a

out, preparing and combining ingredients.

hygiene, nutrition, healthy eating and a varied diet.

Be able to use appropriate equipment and utensils,

- Select and use appropriate utensils and equipment accurately to measure and combine appropriate ingredients.
- Make, decorate and present the food product appropriately for the intended user and purpose.

#### **Evaluating**

- Carry out sensory evaluations of a range of relevant products and ingredients. Record the evaluations using e.g. tables/graphs/charts such as star diagrams.
- Evaluate the final product with reference back to the design brief and design specification, taking into account the views of others when identifying improvements.
- Understand how key chefs have influenced eating habits to promote varied and healthy diets.

#### Technical knowledge and understanding

- Know how to use utensils and equipment including heat sources to prepare and cook food.
- Understand about seasonality in relation to food products and the source of different food products.
- Know and use relevant technical and sensory vocabulary

## 12. Focused Tasks (FTs)

Demonstrate how to measure out, cut, shape and combine e.g. knead, beat, rub and mix ingredients.

Children use first hand and secondary sources to carry out relevant research into existing products to

availability of locally sourced/seasonal/organic ingredients. This could include a visit to a local bakery,

Children carry out sensory evaluations of a variety of existing food products and ingredients relating to

spices, vegetables or cheese. These could be locally sourced, seasonal, Fair Trade or organic. Present

the project. The ingredients could include those that could be added to a basic recipe such as herbs,

Use a range of guestions to support children's ability to evaluate food ingredients and products e.g.

What ingredients help to make the product spicy/crisp/crunchy etc? What is the impact of added

Research key chefs and how they have promoted seasonality, local produce and healthy eating.

farm, farm shop or supermarket e.g. What ingredients are sourced locally/in the UK/from overseas?

What are the key ingredients needed to make a particular product? How have ingredients been

include personal/cultural preferences, ensuring a healthy diet, meeting dietary needs and the

- Demonstrate how to use appropriate utensils and equipment that the children may use safely and hygienically.
- Techniques could be practised following a basic recipe to prepare and cook a savoury food product.
- Ask questions about which ingredients could be changed or added in a basic recipe such as types of flour, seeds, garlic, vegetables. Consider texture, taste, appearance and smell.
- When using a basic dough recipe, explore making different shapes to change the appearance of the food product e.g. Which shape is most appealing and why?

#### 14. Design, Make and Evaluate Assignment (DMEA)

reflecting on the design specification previously agreed.

- Develop a design brief and simple design specification with the children within a context that is authentic and meaningful. This can include design criteria relating to nutrition and healthy eating.
- Discuss the purpose of the products that the children will be designing, making and evaluating and who the products will be for.
- Ask children to generate a range of ideas encouraging innovative responses. Agree on design criteria that can be used to guide the development and evaluation of the children's product.
- Using annotated sketches, discussion and information and communication technology if appropriate, ask children to develop and communicate their ideas.
- Ask children to record the steps, equipment, utensils and ingredients for making the food product drawing on the knowledge, understanding and skills learnt through IEAs and FTs. Evaluate the work as it progresses and the final product against the intended purpose and user

- understand and use approximate equivalence of metric and imperial units.
- Art and design using and developing
- **Spoken language** articulate and justify answers and opinions. Listen and respond to adults and peers.
- and evaluation.
- way their bodies function.

# **D&T** Essentials Design Purpose Functionality

Authenticity







drawing skills.

Writing – purpose of writing e.g. for planning

Mathematics - measurement of mass kg/g.

Science - recognise the impact of diet on the

Years 5/6

Food

Celebrating culture and seasonality

## Instant CPD



### Tips for teachers

- ✓ When rubbing in flour and fat, keep ingredients and hands cool.
- ✓ The purpose of kneading bread is to strengthen the gluten (the
  protein in grain such as wheat). It normally takes about 10-12
  minutes by hand. When ready the dough will be smooth, elastic
  and hold its shape.
- ✓ When developing a product e.g. soup, that requires chopping and slicing of ingredients refer to the Y3/4 Food Project Planner.
- ✓ Limit the number of ingredients added to the basic recipe and discuss when is the best time to add the new or changed ingredient(s).
- ✓ Emphasise the importance of accurate weighing and measuring.
- ✓ Some supermarkets and bakeries will allow children to visit. This could be linked to an enterprise project with a class-based food company.
- ✓ Children could design packaging for their food products as part
  of work on structures linked to mathematics.
- ✓ Carry out a survey to find out which cultural/seasonal food products are preferred by family and friends.
- ✓ For homework, encourage children to grow edible plants such as herbs.

Useful resources at www.data.org.uk

- Christmas ginger biscuits
- CPD Resources Primary INSET Guides

#### Other useful web-based resources:

- http://education.staffordshire.gov.uk/Curriculum/Subjectareas/DesignandTechnology/Primary/Support/Datafile/
- http://www.foodafactoflife.org.uk

#### D&T Association publications

- Primary Helpsheets Unit 5B Food Bread; Unit 5D Food -Biscuits
- Primary Lesson Plans Unit 5B Food Bread; Unit 5D Food Biscuits

Please note that these publications are based on previous National Curricula.

#### Possible products









Savoury scones



Savoury muffins

Possible techniques that children could use



**Biscuits** 





Mixing to combine ingredients if making savoury muffins or scones

Rubbing in to mix fat and flour if making a yeast based product

Kneading a bread dough

### Sensory evaluation

When carrying out sensory evaluations of products and/or separate ingredients, begin with a whole class activity then use group work to develop ideas.

Example of a recording table:

	Type of	Appearance	Smell	Texture	Taste
	cultural/seasonal				
	food product				
	Savoury scone	Golden/rough	Fresh/baked	Crumbly	Cheesy

Children can also use simple ranking and rating tables as well as star diagrams.

Use packaging and/or the internet to find out about the nutritional content of the food products and the ingredients. Link this to the principles of a healthy and varied diet.

Edible plants grown in the school grounds can also be evaluated and considered as potential ingredients for products the children will later design, make and evaluate. The benefits/difficulties of selecting seasonal, organic and/or locally sourced ingredients can be discussed here.

# Designing, making and evaluating a yeast-based snack for parents and children participating in the school sports day

An iterative process is the relationship between a pupil's ideas and how they are communicated and clarified through activity. This is one example of how the iterative design and make process *might* be experienced by an individual pupil during this project:

#### THOUGHT ACTION

Who am I making the snack for? What is it for? How can I make it appealing for the range of users? Discussing ideas, researching What kind of snack shall I make? existing products, drawing What ingredients could it annotated sketches, generating a contain? simple design specification How could it be innovative? Where will the snack be served/eaten? Discussing ideas and how the type of snack and way it is eaten will affect the design What techniques will I use and what equipment do I need? Listing the ingredients and equipment required What order will I work in? How long will it take? Planning the order of the activity and timescale More thoughts... appraising, Preparing, cooking and finishing reflecting and refining Make changes throughout as Has the snack met the needs of appropriate the user and achieved its Evaluating the snack against the purpose?

# Glossary

• Finishing - related to the appearance of the product - shape, decoration and colour.

original design specification

- Rubbing in rubbing the dry ingredients together with the fat, lifting to put air into the mixture, so that it resembles fine breadcrumbs.
- Knead pulling and squeezing dough to make it smooth.
- Bran the hard protective shell of a grain of wheat.
- Dough a mixture of flour, yeast and water before it is cooked.
- Endosperm the store of food inside a seed.
- Germ part of the seed where the root and shoots grow from.
- Yeast a tiny plant which makes bubbles of carbon dioxide when mixed with flour and warm water.
- Unleavened bread flat bread where yeast has not been added.



