## 1. Year Groups Years

5/6

2. Aspect of D&T Food

# **Focus**

Celebrating culture and seasonality

## 3. Key learning in design and technology

#### **Prior learning**

- Have knowledge and understanding about food hygiene, nutrition, healthy eating and a varied diet.
- Be able to use appropriate equipment and utensils, and apply a range of techniques for measuring out, preparing and combining ingredients.

#### Designing

- Generate innovative ideas through research and discussion with peers and adults to develop a design brief and criteria for a design specification.
- Explore a range of initial ideas, and make design decisions to develop a final product linked to user and purpose.
- Use words, annotated sketches and information and communication technology as appropriate to develop and communicate ideas.

#### Making

- Write a step-by-step recipe, including a list of ingredients, 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

4. What could enharch 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

4 What could children design

#### 5. Intended users

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

#### 8. Possible contexts

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

## 10. Investigative and Evaluative Activities (IEAs)

- Children use first hand and secondary sources to carry out relevant research into existing products to include personal/cultural preferences, ensuring a healthy diet, meeting dietary needs and the availability of locally sourced/seasonal/organic ingredients. This could include a visit to a local bakery, 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 processed? What is the nutritional value of a product?
- Children carry out sensory evaluations of a variety of existing food products and ingredients relating to the project. The ingredients could include those that could be added to a basic recipe such as herbs, spices, vegetables or cheese. These could be locally sourced, seasonal, Fair Trade or organic. Present results in e.g. tables/graphs/charts and by using evaluative writing.
- 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 ingredients/finishes/shapes on the finished product?
- Research key chefs and how they have promoted seasonality, local produce and healthy eating.

#### 12. Focused Tasks (FTs)

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

- 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 reflecting on the design specification previously agreed.

#### 6. Purpose of products

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

#### 9. Project title

Design, make and evaluate a\_\_\_\_ \_\_ (product) for \_ (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.
- Geography distribution of natural resources i.e. food.
- **Computing** use technology purposefully to retrieve digital content.

#### 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.

#### 15. Related learning in other subjects

- **Mathematics** measurement of mass kg/g; understand and use approximate equivalence of metric and imperial units.
- Art and design using and developing drawing skills.
- **Spoken language** articulate and justify
- answers and opinions. Listen and respond to adults and peers.
- Writing purpose of writing e.g. for planning and evaluation.
- Mathematics measurement of mass kg/g.
- Science recognise the impact of diet on the way their bodies function.

## parents visitors



information about food from around the world

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 vocabularv

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

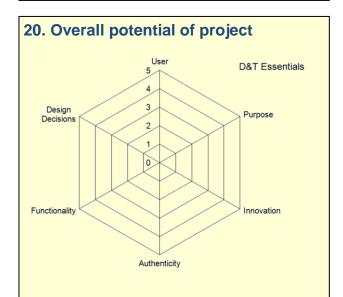
## 18. Key competencies

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.







Celebrating culture and seasonality

# **Instant** CPD



# Possible products

Savoury scones

#### Possible techniques that children could use

**Biscuits** 

Sensory evaluation

Example of a recording table:

food product

Savoury scone

cultural/seasonal

Type of



based product

When carrying out sensory evaluations of products and/or separate ingredients, begin with a whole

Smell

Fresh/baked

Use packaging and/or the internet to find out about the nutritional content of the food products and

ingredients for products the children will later design, make and evaluate. The benefits/difficulties of

Edible plants grown in the school grounds can also be evaluated and considered as potential

selecting seasonal, organic and/or locally sourced ingredients can be discussed here.

scones

class activity then use group work to develop ideas.

Rubbing in to mix fat and flour if making a yeast

# Kneading a bread dough

Taste

Cheesy

Has the snack met the needs of

## Glossary

- decoration and colour.
- 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. mixed with flour and warm water.
- • **Yeast** - a tiny plant which makes bubbles of carbon dioxide when

day

- Rubbing in rubbing the dry ingredients together with the fat,

- Unleavened bread flat bread where yeast has not been added.

## Tips for teachers

- $\checkmark$  When rubbing in flour and fat, keep ingredients and hands cool.
- $\checkmark$  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://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.



Texture

Crumbly



Savoury muffins

Mixing to combine ingredients if making savoury muffins or

Appearance

Golden/rough

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

the ingredients. Link this to the principles of a healthy and varied diet.



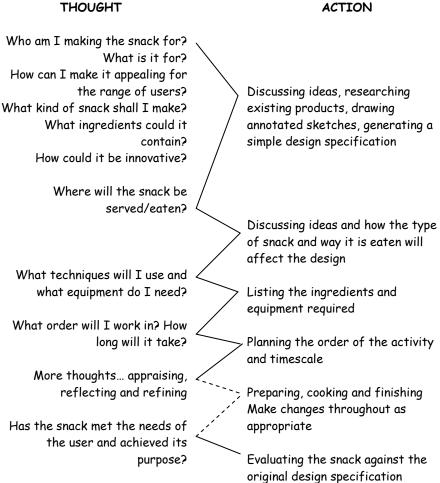


# Years 5/6 Food

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

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



• **Finishing** - related to the appearance of the product - shape,



