Design Technology							
Food technology Year 2							
National curriculum				Vocabulary			
DesignanimalsgrownTo design purposeful, functional, appealing products for themselves and other usersanimalsgrownbased on design criteria.caughthygieneTo generate, develop, model and communicate their ideas through talking, drawing,designpeelingtemplates, mock-ups and, where appropriate, information and communicationfarmedplantstechnology.gratingtastecutMakecutblendcutTo select from and use a range of tools and equipment to perform practical tasks [forblendexample, cutting, shaping, joining and finishing].cutblendTo select from and use a wide range of materials and components, includingblendconstruction materials, textiles and ingredients, according to their characteristics.EvaluateTo evaluate their ideas and products against design criteriacutTo explore and evaluate a range of existing productsTechnical KnowledgeTo build structures, exploring how they can be made stronger, stiffer and morestable.To explore and use mechanisms (for example, levers, sliders, wheels and axles), intheir product							
Investigate Technical knowledge	Design		Make		Evaluate		
Year 2 – DT Skills							
-Use knowledge of existing products to help come up with ideas -Know that all food comes from plants or animals -Know that food has to be farmed, grown elsewhere (e.g. home) or caught	-Develop their design ideas through discussion, observation, drawing and modelling -Identify a purpose for what they intend to design and make		-prepare simple dishes safely and hygienically, without using a heat source -Use techniques such as cutting, peeling and grating	they are identifyir possible make -Talk ab g saying w	e their products as developed, ng strengths and changes they might out their ideas, what they like and bout them		
Learning Objective			Lesson outline				
 Lesson 1: Investigate existing products LO: To know where vegetables come from. DT Skills: Know that all food comes from plants or animals. Know that food has to be farmed, grown elsewhere (e.g. home) or caught. 		Investigate where foods come from (plants). Link to 'The eat well plate' studied through Science/Jigsaw lessons. Discuss existing soups – have they tried soup before? Which ones? Which do they like? What ingredients are used? Where do these ingredients come from? Teach pupils that vegetables come from different parts of a plant. A potato is a root vegetable, celery is a stem vegetable, tomatoes are fruit etc. WTS/ARE/GDS - taste test potential vegetables for soup					

Range of different types of soups and how a mixture of Lesson 2: Investigate existing products ingredients are needed. Look at the product design - soup LO: To find out about different soup products to labels. help with their ideas. WTS/ARE/GDS - Explore and evaluate existing products by DT Skills: Use knowledge of existing products to providing a score out of 10 for appearance, smell, taste and help come up with ideas texture. Evaluating the packaging. This lesson needs to focus on collecting ideas for their own soup recipes. Decide as a class on soup ingredients. Lesson 3: Skills Practice Recap vegetables and where they come from. LO: To know how to prepare vegetables for Teacher to model how to prepare different vegetables for cooking. cooking, such as peeling, grating and chopping. Discuss importance of hygiene/safety when cooking and potential To understand how to prepare food hygienically. hazards.

DT Skills: Prepare simple dishes safely and hygienically, without using a heat source		Use prepared vegetables to make a class mixture of soup. WTS – Support where needed through adult modelling.		
-Use techniques such as cutting, peeling and grating		Photo evidence of pupils applying taught skills.		
Lesson 4: Design LO: To design a product (vegetable soup).		Children work in groups to design own soup. They can select from vegetable options provided. Discuss what the key ingredient will be? How much of each vegetable will they		
DT Skills: Use knowledge of existing products to help come up with ideas.		include to affect the taste?		
		Create a simple design criteria that the children need to think about and include in their design.		
-Identify a purpose for what they intend to design and make.		ARE/GDS – Complete structured design sheet. Pupils write down what ingredients will be included, name of their soup and		
-Develop their design ideas through disc observation, drawing and modelling	ussion,	design a can label for the soup. Ask the children to decide on audience i.e. children or grandparent.		
		WTS – Group discussion to support design sheet.		
Lesson 5: Make LO: To make a product (vegetable soup)		Recap food hygiene/safety rules. What vegetables and skills will they use? Discuss their designs and the ingredients they require.		
DT Skills: Prepare simple dishes safely and hygienically, without using a heat source		ARE/WTS - Apply knowledge of hygiene and kitchen safety to make soup. Apply techniques such as cutting, peeling and grating when necessary.		
-Use techniques such as cutting, peeling grating	and	GDS - Explain choices, referring to their investigation of existing products.		
Lesson 6: Evaluate LO: To evaluate their finished product based on		Pupils will evaluate a sample of their soup. They will evaluate against the design criteria which should include it's appearances, smell, taste and texture.		
design criteria. DT Skills: Evaluate their products as they are developed, identifying strengths and possible changes they might make. -Talk about their ideas, saying what they like and dislike about them.		ARE - Evaluate their final products against success criteria. What did they like/dislike? What would they have done differently? Is their product healthy? Is it appealing?		
		WTS – Structured evaluation sheet. Use scores out of 10 instead of written responses.		
		GDS – Also evaluate their strengths/weaknesses in terms of the skills applied.		
Working towards		d of unit assessment at Age related expectations	Working at a greater depth	