Laughton All Saints' D&T Overview - Food



Food	Disciplinary Knowledge			Substantive Knowledge	Vocabulary
1000	Designing	Making	Evaluating		
EYFS	Design by talking about what they intend to do, are doing and have done. Say who and what their products are for. Draw what they have made, with some children draw their ideas before they make.	Opportunities to make their own choices and to discuss the reasons for these. Learn procedures for safety and hygiene. Develop practical skills and techniques using a range of textile materials.	Ask questions about a range of existing products. Explore the designed and made world through the indoor and outdoor environment, and through roleplay.	Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell. Experience of cutting soft fruit and vegetables using appropriate utensils. Learning and using appropriate technical vocabulary.	Taste Smell Feel Soft Hard Fruit Vegetable
Key Stage 1	 Designing Design appealing products for a particular user based on simple design criteria. Generate initial ideas and design criteria through investigating a variety of fruit and vegetables. Communicate these ideas through talk and drawings. 	 Making Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely. Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product. 	 Evaluating Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences. Evaluate ideas and finished products against design criteria, including intended user and purpose. 	 Understand where a range of fruit and vegetables come from e.g. farmed or grown at home. Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of the Eatwell plate. Know and use technical and sensory vocabulary relevant to the project. 	Fruit Vegetable Nutrients Pith Salad Sensory evaluation Kebab

Laughton All Saints' D&T Overview - Food

	Designing	Making	Evaluating	Know how to use appropriate	Appearance
Lower Key Stage 2	 Generate and clarify ideas through discussion with peers and adults to develop design criteria including appearance, taste, texture and aroma for an appealing product for a particular user and purpose. Use annotated sketches and appropriate information and communication 	 Plan the main stages of a recipe, listing ingredients, utensils and equipment. Select and use appropriate utensils and equipment to prepare and combine ingredients. Select from a range of ingredients to make appropriate food products, thinking about sensory 	Carry out sensory evaluations of a variety of ingredients and products. Record the evaluations using e.g. tables and simple graphs. Evaluate the ongoing work and the final product with reference to the design criteria and the views of others.	equipment and utensils to prepare and combine food. • Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught. • Know and use relevant technical and sensory vocabulary appropriately	Texture Sensory evaluation Preference test Strawberry huller Processed food
	technology, such as web- based recipes, to develop and communicate ideas.	characteristics.			
Upper Key Stage 2	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. 	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.	Finishing Rubbing in Knead Bran Dough Endosperm Germ Yeast Unleavened bread

Laughton All Saints' D&T Overview - Food