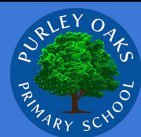


Key Question: Can you create a biscuit to take to a celebratory picnic?

Biscuits – Explore, design, create and decorate.



Vocabulary

Nutrition	Everything necessary for health and growth.
A balanced diet	A diet consisting of a variety of food necessary for good health.
Taste	The flavour of food in your mouth.
Texture	The feel or consistency of something.
Appearance	What it visually looks like.
Bake	To cook food by dry heat typically in an oven.
Decorate	To make something more attractive.
Food hygiene	The measures undertaken to ensure food is fit for consumption.
Ingredients	Any food or substances that are combined to make a particular recipe.
Recipe	A set of instructions for preparing a particular dish.



In this topic, **we are learning to:**

- **Explore** different types of biscuits.
- **Generate** different designs and evaluate their qualities,
- **Decide** upon a final idea and include detailed plans of how to make it.
- **Create** a final product using appropriate techniques.
- **Evaluate** our final products deciding upon successes and area for improvement.

Skills required:

- Designing
- Drawing accurate diagrams
- Measuring and weighing, combining and mixing of ingredients, rolling, cutting and decorating
- Evaluate the biscuit against taste texture and appearance.

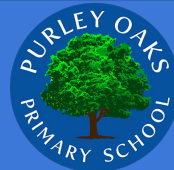
Key Question: Can you create a biscuit to take to a celebratory picnic?

How do different ingredients affect the quality of a biscuit?

What processes do you need to follow to make a biscuit?

What makes an enticing biscuit?

How happy were you with your finished biscuit?



Explore:

- identify a purpose and establish criteria for a successful product.
- understand how well products have been designed, made, what materials have been used and the construction technique.
- learn about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products.
- start to understand whether products can be recycled or reused.
- begin to disassemble and evaluate familiar products and consider the views of others to improve them.
- evaluate the key designs of individuals in design and technology has helped shape the world

Generate:

- Start to generate ideas, considering the purposes for which they are designing- link with Mathematics and Science.

Decide:

- Develop a clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making, if the first attempts fail.
- Identify the strengths and areas for development in their ideas and products.
- When planning consider the views of others, including intended users, to improve their work.
- When planning explain their choice of materials and components according to function and aesthetic.

Create:

- Select a wider range of tools and techniques for making their product safely & hygienically, where appropriate with the use of a heat source.
- Know how to use a range of technique such as peeling, chopping, slicing, grating, mixing, spreading, Kneading and baking.
- Know how to measure ingredients using appropriate tools, equipment

Evaluate:

- Evaluate their products carrying out appropriate tests.
- Start to evaluate their work both during and at the end of the assignment.