

# Griffin Park Design Technology Curriculum

## Golden Threads



Food



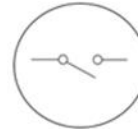
Structures



Textiles






Mechanisms






Electrical






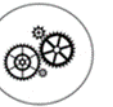
Digital

Nursery				
Thread	Focus	Knowledge	Skills	Vocabulary
	Pumpkin soup	Know that a pumpkin is a fruit. Know that a pumpkin grows from a seed.	Describe a pumpkin with the five senses. Use carving, scooping, and mixing motor skills. Taste and evaluate the soup.	Fruit Blender Hob Carve
	Junk modelling	Know how to cut and join different materials. Begin to know how to use simple finishing techniques to enhance the design.	Develop a junk model. Improve fine motor/scissor skills. Describe their junk model.	Join Stick Bend Slot Fix
	Making masks	Begin to know what a design is. Begin to follow a design that they have made.	Draw what they want to create on a piece of paper and then try to construct it. Decide what resource they will need to join the materials together.	Design
<b>Learning links to enhance long term memory</b>	Halloween Autumn Harvest Transport Animals – land and sea		<b>Assessment</b>	To be able to hold scissors accurately. To be able to cut paper independently. To be able to choose the appropriate resource to join materials.






## Griffin Park Design Technology Curriculum

Reception				
Thread	Focus	Knowledge	Skills	Vocabulary
	Christmas tree decorations	Know how to copy a design that they have created Know some finishing techniques	Design a hanging decoration winter themed. Create their design out of appropriate materials. Make a fixed joint e.g, staple, glue Use finishing techniques to ensure a complete product.	Winter Hanging Fabric Join
	Bug hotel	Know that insects are important. Know where insects like to live.	Explore different materials to decide which will suit their purpose. Choose an insect to design for. Decide how to construct their product.	Minibeasts Insect Habitat Materials
	Rainbow salad	Know that vegetables grow. Know why eating healthy is important. Know why to keep an area and hands clean.	Design a healthy salad using some own grown ingredients. Use a knife safely to chop and slice. Explain what they like about their salad.	Ingredients Healthy Chop Slice
<b>Learning links to enhance long term memory</b>	Christmas Minibeasts Spring Gardening		<b>Assessment</b>	To be able to use finishing techniques on their product. To be able to select appropriate materials. To know how to safely use a knife.






## Griffin Park Design Technology Curriculum

Year 1 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Make a moving story book	To know that a mechanism is the parts of an object that move together.	Explore and evaluate a range of existing products.	Mechanism Product Slider Slot
	Make a moving story book	To know that in DT we call a plan a design.	Design a moving story picture for a given audience.	Design Bridges Guides
	Make a moving story book	To know how to construct a successful moving mechanism. To know how to select and use a range of tools and equipment to perform practical tasks.	Follow a design to create a moving model. Choose from a wide range of materials and components, including construction materials according to their characteristics	Construct
	Make a moving story book	To know how to review their own product.	Test a finished product, seeing whether it moves as planned or not.	Test Review
<b>Learning links to enhance long term memory</b>	Nursery rhymes Link to English text		<b>Assessment</b>	To be able to create a mechanism successfully for their intended product.







## Griffin Park Design Technology Curriculum

Year 1 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	Veggie Snacks	To know the names of a variety of fruit and vegetables.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut method and claw cut method and mash with a fork.	Bridge cut Claw cut
	Fruit Salad	To know the difference between a fruit and vegetable.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut method, claw cut method, peeling of soft foods, measuring spoons and cups, arranging and scooping foods.	Peeling measuring
	Oaty Energy Biscuits	To think about what our bodies need to be healthy.	Chn prepare ingredients and make recipe. Use baking skills- dividing and pouring mixture into tins and cases, kneading and shaping, handling/rolling dough and using scales (balancing to zero).	Ingredients Recipe
	Apple Toast Crunch	To know which foods are good for us and which we should avoid.	Chn prepare ingredients and make recipe. Use knife skills- claw cut method, measure with spoons and cups, arranging ingredients and toppings and spreading with a knife.	Spreading
	Banana Bread	To know which foods give us energy.	Chn prepare ingredients and make recipe. Chn practice peeling soft foods and using baking skills such as: sieving, beating and cracking eggs, dividing mixture into tins and cases, mixing to form a dough, measuring with spoons and cups, using scales and mashing with a fork.	Chop Hygiene Blend
<b>Learning links to enhance long term memory</b>	Growing things Seasons Healthy eating		<b>Assessment</b>	Know the difference between fruits and vegetables and where some of them grow.



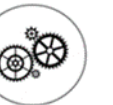
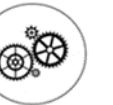

## Griffin Park Design Technology Curriculum

Year 1 Summer					
Thread	Focus	Knowledge	Skills		Vocabulary
	Constructing a windmill	To know what a windmill is and what it is used for.	Learn about the history of windmills. Record relevant information.		Grind Turn Pump Wind power
	Constructing a windmill	To know what a client is and design criteria.	To design criteria created for the client, Mouse, who lives in the windmill in Old Amsterdam.		Client Design criteria
	Constructing a windmill	To know that a cylinder is a strong base shape. To understand that they can change the sturdiness of their structure.	Decorate base templates and construct ensuring that it stands freely.		Structure Cylinder Split pin
	Constructing a windmill	To understand that axles are used to make parts turn in a circle.	Make functional sails that are supported by an axle to enable a 360 turn.		Axle 360 degrees
	Constructing a windmill	To know how to evaluate against a design criteria.	Evaluate against the criteria – stand on its own, is decorated for the client, the sails turn easily.		Brief
Learning links to enhance long term memory		Visit to a windmill – Lytham Windmill Museum Eco friendly power	Assessment	To judge their own products against a design criteria.	







## Griffin Park Design Technology Curriculum

Year 2 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Puppets	To know how to design a hand puppet.	Evaluate hand puppets and discuss what features they need to think about when creating their own.	Features Thread Needle
	Puppets	To know what a running stitch is.	Successfully thread a needle and join two pieces of a chosen textile with a running stitch.	Running stitch Threading Textiles – cotton, felt
	Puppets	To know how to use a template.	Create a template that will cover their hand and use this to cut out their chosen textile. To pin and cut their textile following the template they created.	Template Pinning Trimming
	Puppets	To know how to use a running stitch.	Join their textiles together using a running stitch ensuring a gap is left to insert their hand.	Knots thimble
	Puppets	To know how to finish their product off appropriately.	Select from and use a wide range of materials and components according to their design.	Fabric glue Applique
	Puppets	To know how to evaluate their product against their own design.	Evaluate the quality of their own stitch. Identify aspects of their own work, which they particularly like.	Success Even
<b>Learning links to enhance long term memory</b>	RSHE – feelings English text – characters		<b>Assessment</b>	To be able to sew two pieces of material together using an evenly spaced running stitch.

## Griffin Park Design Technology Curriculum




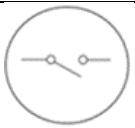

Year 2 Spring					
Thread	Focus	Knowledge	Skills		Vocabulary
	Moving monsters	To look at objects and know how they move.	Explore and evaluate a range of items that use levers, linkages and wheels.		Lever Link
	Moving monsters	To know that a lever is something that turns on a pivot. To know that a linkage mechanism is made up by a series of levers.	Explore making levers using card for levers and split pins for pivots. Experiment with width, length and thickness of the card.		Pivot Linkage Split pin
	Moving monsters	To know how to design a moving monster.	Create a class design criteria for a moving monster with a specific audience in mind. Use peer feedback to modify the final design.		Audience Feedback Review
	Moving monsters	To know how to create a design they have made.	Cut and assemble components neatly and with care.		Components
	Moving monsters	To know how to evaluate against a given design criteria.	Give peer feedback on each other's products. Discuss how our product could be improved.		Input Output
<b>Learning links to enhance long term memory</b>	RSHE		<b>Assessment</b>	Know that mechanisms are a collection of moving parts.	

## Griffin Park Design Technology Curriculum

Year 2 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Traffic Light Salad	Continuation of Year 1 objectives.	Chn prepare ingredients and make recipe. Use their knowledge to understand what constitutes a balanced diet – look at hidden sugars in foods and drinks. Use knife skills- bridge cut and claw cut, use scissors and grate. Learn how to tear and arrange ingredients and toppings.	Nutrition Portion size Chopping grating
	Fruit Smoothies	To understand why our bodies need fruit and vegetables.	Chn prepare ingredients and make recipe. Use vocabulary to describe the foods they taste. Use knife skills- bridge cut and claw cut. Peel fruit. Measure with spoons and cups, use jugs to measure liquid and tear ingredients.	(Various descriptive words)
	Flapjack	To know why milk and dairy products are important in our diet.	Chn prepare ingredients and make recipe. Learn how to sieve, divide mixture into tins and cases, mix a dough, measure with spoons and cups and use scales to weigh ingredients.	Recipe
	Greek Salad	To know the five main food groups (in generic form).	Chn prepare ingredients and make recipe. Use knife skills- bridge cut and claw cut, use scissors to chop ingredients, tear ingredients, arrange toppings and beat salad dressing together.	Hygiene beat
	Tomato & Basil Topped Bruschettas	To know where our foods come from and how they are reared, grown or caught.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut and claw cut, use scissors to chop ingredients, tear ingredients, arrange toppings and make breadcrumbs.	Arrange tear
	Rock Buns	To know how to make a healthy alternative of a food.	Chn prepare ingredients and make recipe. Chn learn how to seive, crack eggs, rubbing fat into flour, mixing to form a dough, kneading and shaping, measuring with cups and spoons and using scales to measure ingredients.	Rubbing Shaping kneading
<b>Learning links to enhance long term memory</b>	Science		<b>Assessment</b>	To know what makes a healthy diet.









## Griffin Park Design Technology Curriculum






Year 3 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Light up cards	To know how to follow a brief design.	Use a design brief to plan and design a product.	Design brief Label
	Light up cards	To know how a basic circuit works.	Use copper tape to create a simple circuit with a switch.	Circuit Electrical tape Coin battery*
	Light up cards	To know what a prototype is.	Use previous knowledge to test out a prototype and make adjustments to design if necessary.	Prototype Positive Negative
	Light up cards	To know how to design and finish their front cover.	Use resources and joining skills to follow a design.	Functioning Integrate
	Light up cards	To complete a working circuit and evaluate their card against the design brief.	Use circuit making skills and finishing skills to have a working product.	Recipient Evaluation
<b>Learning links to enhance long term memory</b>	Christmas Winter		<b>Assessment</b>	Know how to make a working paper circuit

\*coin batteries can pose a choking hazard – risk assessment needed





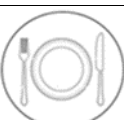

## Griffin Park Design Technology Curriculum

Year 3 Spring					
Thread	Focus		Knowledge	Skills	Vocabulary
	Fruit and Veg Cous Cous		To understand the purpose of fruits and vegetables in our diet.	Chn prepare ingredients and make recipe. Use vocabulary to describe the foods they taste. Use knife skills- bridge cut and claw cut, use scissors to cut ingredients, learn how to grate hard foods and how to garnish and present food.	(Various descriptive words)
	Fish Fingers		To know how fish gets to the plate and what benefits we get from eating it.	Chn prepare ingredients and make recipe. Use knife skills- claw cut method, use scissors to cut ingredients, grate hard foods and practice how to garnish and present food.	garnish
	Bread-ge-hogs		To be able to name different carbohydrate rich foods.	Chn prepare ingredients and make recipe. Learn how to sieve, mix ingredients to form a dough and kneading. Learn how to handle dough and how to glaze dough. Use scales to weigh ingredients, use scales to add measures and learn how to shape dough.	Dough Knead Measure shape
	Caribbean Red Pepper Salsa		To know the names of the 5 main food groups and the nutrient they are high in.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut method and claw cut method. Use scissors to cut ingredients and practice beating ingredients together. Learn how to make breadcrumbs and how to garnish and present food.	Beating Present ingredients
	Mushroom Risotto		To be able to explain the pros and cons of home cooking vs ready meals.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut method and claw cut method. Use scissors to cut ingredients up. Use jugs to measure liquid and practice making breadcrumbs.	Bridge cut Measure Claw cut
	Welsh Cakes		To know how to make a dish from another region.	Chn prepare ingredients and make recipe. Learn how to sieve, how to crack and beat eggs together and how to rub fat into flour. Learn how to mix to form a dough and how to use cutters on rolled out pastry.	Roll Form rub
<b>Learning links to enhance long term memory</b>		Food tasting Science-Nutrition RSHE- Eating Healthy		<b>Assessment</b>	To know how to correctly handle knives and prepare area for cooking.






## Griffin Park Design Technology Curriculum

Year 3 Summer					
Thread	Focus		Knowledge	Skills	Vocabulary
	Pneumatic toys		To know how pneumatic systems work.	Correctly identify definitions for key terms. Identify five appropriate design criteria.	Pneumatic
	Pneumatic toys		To know how to design a toy using a pneumatic system.	Communicate and develop one idea using an exploded diagram. Draw accurate diagrams with correct labels, arrows and explanations.	Exploded diagram
	Pneumatic toys		To know how to create a pneumatic toy.	Select appropriate equipment and materials to build a working pneumatic system.	Working system
	Pneumatic toys		To know how to make a pneumatic toy and make any adjustments needed.	Assemble their pneumatic system within the housing to create the desired motion.	Desired motion Adjustments
	Pneumatic toys		To know how to evaluate a pneumatic toy.	Create a finished pneumatic toy that fulfils the design brief.	Evaluation fulfil
<b>Learning links to enhance long term memory</b>		RSHE English text links		<b>Assessment</b>	To create a working toy





## Griffin Park Design Technology Curriculum

Year 4 Autumn				
Thread	Focus	Knowledge	Skills	Vocabulary
	Summer Slaw	Continuation of Year 3 Nutritional Objectives.	Chn prepare ingredients and make recipe. Use vocabulary to describe the foods they taste. Use claw cut knife method, peel and grate hard foods. Practice how to measure with cups and spoons and how to tear ingredients.	(Various descriptive words) Grate Measure mix
	Vegetable Paella	To explain the need for a balanced diet and why we need more of some food groups.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut method and claw cut method. Use scissors to snip ingredients. Beat ingredients together and shape.	Shape
	Carrot and Banana Muffins	To understand that some people will change their diet to suit a need (exercise etc).	Chn prepare ingredients and make recipe. Learn how to peel soft and hard, as well as grating hard foods. Practice sieving, cracking and beating eggs, dividing mixture between tins, mixing to form a dough, using scales to add measures and mashing with a masher.	Sieving dividing
	Lentil Soup	To consider diets around the world and why they might differ to ours.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut method and claw cut method, peeling hard foods and use jugs to measure liquid. Practice scooping and crushing, peeling and chopping garlic.	Scoop Crush peel
	Pasta Bake	To identify ways to make a meal healthier.	Chn prepare ingredients and make recipe. Use knife skills- bridge cut method and claw cut method. Practice grating soft foods, arranging ingredients and toppings, crushing and peeling garlic and garnishing and presenting the finished product.	garnish
	Apple Sponge	To explain the purpose of protein, carbohydrates and fats in the diet.	Chn prepare ingredients and make recipe. Use knife skills- claw cut method and practice sieving, cracking eggs, creaming fat and sugar, folding mixture into flour and using scales to add measures.	cream
<b>Learning links to enhance long term memory</b>	Science – nutrition		<b>Assessment</b>	To know how to prepare a variety of dishes.






## Griffin Park Design Technology Curriculum

Year 4 Spring					
Thread	Focus		Knowledge	Skills	
	Money container		To know the features of different money containers.	Look at different types of money containers and label them. Create a paper template of a money container of their choice.	
	Money container		To know how to sew using different techniques.	Recap running stitch from Year 2 and then look at blanket stitch. Choose the stitch that they think will be best for their product.	
	Money container		To know how to design their own money container.	Draw and annotate designs for money containers for an 'audience' of their choosing.	
	Money container		To be able to make a money container using textiles.	Use hand-sewing technique to create a money container.	
	Money container		To be able to evaluate a finished product.	Show and evaluate own and others finished product.	
<b>Learning links to enhance long term memory</b>		History		<b>Assessment</b>	To know how to attach two pieces of fabric with a hand stitch.






## Griffin Park Design Technology Curriculum

Year 4 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Slingshot car	To know how to design a slingshot car.	Attempt to reduce air resistance through the design of the shape. Research ideas of shapes before designing own.	Increase Decrease Speed Annotated
	Slingshot car	To know what a chassis is and why it needs to be sturdy.	Work independently to produce an accurate, functioning car chassis with moving axles.	Chassis Axle Hand saw Health and safety
	Slingshot car	To know how to make a car body.	Produce panels that will fit the chassis.	Panels Sturdy
	Slingshot car	To design a fair test for the cars the class has made.	Conduct a trial accurately and draw conclusions and improvements from the results.	Competition Fair test Friction Incline
<b>Learning links to enhance long term memory</b>	Maths – measuring, distance. Science – forces.		<b>Assessment</b>	To know what a chassis and axle is.

## Griffin Park Design Technology Curriculum







Year 5 Autumn					
Thread	Focus		Knowledge	Skills	
	Pop up toy		To know how to follow a design brief.	Follow a specific brief and design a winter themed pop up toy.	
	Pop up toy		To know the movement different types of cams make.	Decide what shape cam they want and how it will be positioned in order to move their toy.	
	Pop up toy		To know how to produce a working mechanical cam system.	Create the cam system ensuring a smooth rotation of the handle.	
	Pop up toy		To know how to decorate the cam in the design inspired by the brief and client.	Individually decorate the toy to fit the brief and ensure the finishing touches are neat and efficient.	
	Pop up toy		To know how to evaluate the effectiveness of the toy created.	Peer review each other's toys and say what they would do to improve a toy that they may produce in the future.	
<b>Learning links to enhance long term memory</b>		Christmas Winter		<b>Assessment</b>	To know how a cam mechanism works.

## Griffin Park Design Technology Curriculum






Year 5 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	Bridges	To know how to reinforce a structure to improve its strength and span gaps.	Use technical vocabulary to describe how beam bridges are constructed.	Cross section Beams Pillars Piers Construction
	Bridges	To know ways in which arches are used to strengthen bridges.	Understand that arches are used to spread and redirect compression forces acting on bridges. Build and test model arch bridges.	Arches Compression forces Redirect
	Bridges	To know how suspension bridges are able to span longer distances.	Understand that suspension bridges use tension to support bridge decks and research famous ones.	Bridge deck Tension Tower bridge Golden Gate bridge
	Bridges	To know how to develop a prototype	Design a prototype that will enable a toy car to travel from one table to another.	Prototype
	Bridges	To know how to improve upon a prototype design to ensure it will succeed.	Reflect on own design and prototype and enhance the design to make it more structurally sound.	Successful Structural
<b>Learning links to enhance long term memory</b>	Geography – famous landmarks around the world		<b>Assessment</b>	To know different ways in which bridges can be strengthened.









## Griffin Park Design Technology Curriculum

Year 5 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Pasta Salad	Continuation of Year 4 objectives.	Chn prepare ingredients and follow recipe. Use vocabulary to describe the foods they taste. Use knife skills- bridge cut method and claw cut method. Use scissors to cut and practice tearing ingredients. Practice scooping, beating ingredients together and making breadcrumbs.	(Various descriptive words) breadcrumbs
	Fish Cakes	To explain the different methods of food preparation and the impact of these on our diet.	Chn prepare ingredients and follow recipe. Use knife skills- bridge cut method, peeling and grating hard foods. Practice mashing ingredients, beating ingredients together, making breadcrumbs and garnishing and presenting food.	Garnish Bridge cut
	Spring Rolls	To understand the negative impact of eating an imbalance of the food groups.	Chn prepare ingredients and follow recipe. Use knife skills- bridge cut method and claw cut method. Practice grating hard foods, handling/rolling pasty and glazing pastry.	Handle Roll glaze
	Vegetable Soup	To learn about alternative diets (veganism etc).	Chn prepare ingredients and follow recipe. Use knife skills- bridge cut method and claw cut method. Learn how to peel hard foods and measure liquids in a jug.	Peel Claw cut
	Savoury Scones	To become aware of the hidden extras (sugar etc) that can be hiding in our foods.	Chn prepare ingredients and follow recipe. Use knife skills- claw cut method. Practice sieving, cracking eggs, rubbing fat into flour, mixing to form a dough, kneading and shaping and glazing dough. Use scales to measure.	Glazing Kneading shaping
	Chicken Stir Fry	To understand the consequences of bad eating and unhealthy lifestyles.	Chn prepare ingredients and follow recipe. Use knife skills- claw cut method and bridge cut method. Use scissors to chop ingredients, measure, weigh ingredients, and learn how to garnish and present food.	Presentation
<b>Learning links to enhance long term memory</b>	Science- nutrition		<b>Assessment</b>	To know how create a healthy meal.







## Griffin Park Design Technology Curriculum

Year 6 Autumn					
Thread	Focus		Knowledge	Skills	Vocabulary
	Steady hand game		To know how to analyse a range of children's toys.	Explain simply what is meant by 'form' (the shape of a product) and 'function' (how a product works) Identify and label the components of a steady hand game.	Components Form Function Wire track Handle
	Steady hand game		To know how to design a steady hand game.	Design a steady hand game of their own according to their design criteria, using four different perspective drawings.	Perspective drawings
	Steady hand game		To know how to make a working circuit using a buzzer and bulb.	Create a working circuit that will then be accurately drawn and labelled in books.	Circuit Buzzer Bulb
	Steady hand game		To know how to construct a stable base for a working circuit.	Create a secure base for their game, with neat edges, which relates to their design.	Base
	Steady hand game		To know how to create and evaluate a steady hand game.	Make and test a functioning circuit and assemble it. Once complete evaluate it and adjust as needed.	Adjust
<b>Learning links to enhance long term memory</b>	Science – electricity		<b>Assessment</b>	To know how to create a working circuit	

## Griffin Park Design Technology Curriculum

Year 6 Spring				
Thread	Focus	Knowledge	Skills	Vocabulary
	CAD Interior design	To know what CAD is and to record initial ideas of interior designing.	Use technology and sketching to develop an organised system for drawing ideas and documenting progress.	TinkerCAD Computer Aided Design
	CAD Interior design	To know what reference images are and how they could be used.	Develop proportional models based on real measurements.	Mood board Portfolio Proportion Shape library
	CAD Interior design	To know how to organise a design as a blueprint.	Choose an appropriate scale to create a room on a Tinkercad workplane.	Blueprint Arrange Scale
	CAD Interior design	To know how to alter measurements on an online programme	Covert feet/inches to millimetres.	Adjust Skillset
	CAD Interior design	To know how to follow a plan to create our own 3D room.	Create a 3D room and accessories that are easily identifiable	Accessories Furniture
	CAD Interior design	To know how to evaluate and share our opinions.	Evaluate own 3D rooms.	Techniques Aesthetic
<b>Learning links to enhance long term memory</b>	Computing Maths – measuring		<b>Assessment</b>	Create a personalised 3D room on an online platform.

## Griffin Park Design Technology Curriculum

Year 6 Summer				
Thread	Focus	Knowledge	Skills	Vocabulary
	Jambalaya	Continuation of Year 5 National Objectives.	Chn prepare ingredients and follow recipe. Apply the principles of a healthy diet to foods from around the world.	Seasonality
	Bean Burgers	Review of previous learning to solidify understanding (food groups, balanced diet etc).	Chn prepare ingredients and follow recipe. Use knife skills- bridge cut method and claw cut method. Practice grating and peeling foods, as well as using scales to measure.	Varied diet
	Focaccia Bread	To know that diets around the world are based on similar food groups.	Chn prepare ingredients and follow recipe. Apply the principles of a healthy diet to foods from around the world.	Savoury
	Tomato and Carrot Soup	To consider current issues such as “The Obesity Crisis”.	Chn prepare ingredients and follow recipe. Practice using the hob (with supervision) and arranging ingredients and toppings.	hob
	Dutch Apple Crumble	To debate current topics such as “The Sugar Tax” Pros and Cons.	Chn prepare ingredients and follow recipe. Practice knife skills- bridge cut method and claw cut method. Practice peeling hard foods, using scales to measure ingredients and arranging toppings and ingredients.	arrange
	Creative Task	Design and make a healthy recipe, with inspiration from around the world.	Look back at the all of skills learnt and evaluate own skills and the results that were made.	Evaluate Rate
<b>Learning links to enhance long term memory</b>	Geography- locational knowledge Science-Nutrition		<b>Assessment</b>	Evaluate own skills in cooking such as, chopping, following a recipe, etc.