

NC Purpose of Study

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Intent	Implementation	Impact
At Broadway Junior School, Design and Technology inspires pupils to become creative, innovative and reflective problem-solvers. Through a progressive curriculum, children develop the knowledge, skills and confidence to design, make and evaluate purposeful products while considering the needs of others and the wider world. Pupils learn to take risks, think critically and apply technical knowledge across a range of contexts, including structures, mechanisms, textiles, electrical systems, the digital world and cooking and nutrition. We aim to foster resilience, resourcefulness and curiosity, enabling children to understand the impact of design and technology on everyday life and prepare them for future learning and careers.	Design and Technology is taught through the Kapow Primary scheme, which provides a carefully sequenced and progressive curriculum from Year 3 to Year 6. Learning follows the design process of design, make and evaluate, underpinned by the development of technical knowledge. Pupils revisit key areas throughout Key Stage 2, building on prior learning through a spiral curriculum approach. Lessons are taught over three half-terms each academic year and include practical, hands-on experiences, collaborative learning and opportunities for independent thinking. Knowledge organisers support vocabulary and knowledge retention, while differentiated activities ensure all pupils can access and achieve within the curriculum. Teachers are supported through high-quality planning and subject-specific professional development resources.	The impact of our Design and Technology curriculum is evident in pupils who are confident, creative and capable designers. Children develop a secure understanding of materials, tools, processes and healthy nutrition, applying their knowledge to create purposeful and innovative outcomes. They demonstrate increasing independence when designing, making and evaluating products and can reflect thoughtfully on how their work could be improved. Assessment is ongoing through observation, questioning and review of completed projects, enabling teachers to identify and address gaps in learning. By the end of Key Stage 2, pupils have the skills, knowledge and understanding required to meet National Curriculum expectations and succeed in the next stage of their education.

Key Vocabulary

Adapt addition appearance budget butterfly combine compare construct cream crunch cuboid cut design evaluate fold hygiene ingredients layout modify opinion sieve

Knowledge	Skills
- The amount of an ingredient in a recipe is known as the 'quantity'. - Safety and hygiene are important when cooking. - The following cooking techniques: sieving, measuring, mixing/stirring, cutting out and shaping. - The importance of budgeting while planning ingredients for a recipe. - Products often have a target audience.	<u>Design</u> - Designing a biscuit within a given budget. - Conducting market research. <u>Make</u> - Following a baking recipe. - Understanding safety and hygiene rules. - Adapting a recipe. <u>Evaluate</u> - Evaluating an adapted recipe. - Evaluating and comparing a range of products. - Suggesting modifications.

Learning Objectives/End Points					
Lesson 1: Existing biscuits	Lesson 2: Basic biscuits	Lesson 3: Budgeting	Lesson 4: Packaging	Lesson 5: Testing a new recipe	Lesson 6: Evaluating biscuits
To evaluate existing biscuit products.	To prepare and cook a dish.	To select ingredients and follow a budget.	To take inspiration from existing products.	To make and test a prototype biscuit.	To evaluate a final product.

Materials	Cautions
- Biscuit packaging made from a mix of plastic or cardboard, 1 biscuit packaging aimed at children - Paper plates (one per table). - A range of biscuits to taste - Equipment for making biscuits - Ingredients for making biscuits - Addition ingredients to taste 1 empty biscuit box for modelling - A3 card - Glue sticks/ Scissors - Materials for 3D shape construction	- When selecting the biscuits for taste testing, it is important to consider any dietary restrictions or allergies the children may have. - Ensure that all the biscuits are prepared and served safely, following proper hygiene practices. - The children must wash their hands before and after handling food. - The recipe contains raw eggs. - If there are known allergies in the class, adjust the lesson.

Cross-Curricular Links
Maths Measurement - Pupils should be taught to: - Estimate, compare and calculate different measures, including money in pounds and pence. Geometry - properties of shapes - Pupils should be taught to: - Draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them.

Careers	
Linking Curriculum Learning to Careers Discuss how the skills developed in this unit are used in a range of careers, including: • Chef/ Baker • Pastry Chef • Product Developer • Nutritionist • Food Scientist • Restaurant Manager • Packaging Designer • Catering Manager Transferable skills such as Creativity and designing products for a purpose, Following processes accurately, Measuring and problem-solving, Budgeting and making decisions, Understanding consumer	Learning from Career and Labour Market Information • Explore how food designers, chefs and food scientists use creativity, research and practical skills to develop products that meet people’s needs. • Learn that food products are designed for specific audiences and that professionals consider taste, appearance, cost, nutrition, packaging and sustainability. Encounters with Employers and Employees • Explore how chefs, bakers and food designers develop recipes and products from an idea through to a finished product. • Discuss how professionals test recipes, gather feedback and adapt products to improve quality. Experiences of Workplaces • Explore how kitchens and food businesses operate, including hygiene, preparation, teamwork and organisation. • Investigate how packaging is designed to attract customers and communicate information.

Subject: Design Technology
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Topic: Cooking and Nutrition – Adapting a recipe

Year: 4

Term: Autumn

needs, Safe and hygienic working practices, Evaluating and improving products, Teamwork and communication, Presenting and promoting ideas	
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