

**Design and Technology – Growth and Green Fingers – Cookery**  
 KS1 (Year 1 & 2) Spring 1 - Westhead Lathom St James Primary School



What I already know:

- To explore existing products
- To investigate how they have been made
- To discuss what they would like to make
- To group familiar foods
- To work safely and hygienically
- To say good and bad points about their finished product and why
- To understand the importance of a variety of foods and a healthy diet

Design and Technology skills

- To decide how existing products, do/do not achieve their purpose
- To discuss who you would like to make your product for and what you would like to make
- Prepare utensils, surfaces and food hygienically
- To group foods to a given criteria
- To say good and bad points about their finished product and explain why.
- To develop food vocabulary - taste, smell, texture, crunchy, sweetness
- To explain where food comes from
- To prepare food by cutting, peeling, grating or chopping ingredients
- To measure and weigh food items, non-standard and standard

What did you like and not like about what you used to make the product?

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What did your finished product look/taste like and how could you improve it?

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What would you do differently next time?

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Key Vocabulary

- **Design** – to think about what you want to make and how you are going to make it
- **Products** – a completed idea or object
- **Make** – to put your design together
- **Materials** – items used to make your product
- **Cut** – to separate material using scissors or a knife
- **Chop** – cut something into pieces repeatedly
- **Peel** – remove the outer covering of skin from fruit or vegetable
- **Grate** – to finely grind food or a product to fine slithers
- **Develop** – to improve something over time
- **Hygienic** – keeping cleaning and thinking of health
- **Fruit** – product of a plant that contains seed and can be used as food
- **Vegetables** – a plant or part of a plant used as food
- **Sweet** – a taste similar to honey not like salt or bitter taste
- **Crunchy** – making a sharp loud noise when bitten or crushed
- **Juicy** – full of flavour and water
- **Seeds** – part of a plant capable of reproducing into another plant
- **Diet** - the kind of food that a person commonly eats
- **Appearance** – the way that someone or something looks
- **Smell** – scents given off from something
- **Texture** – the feel or appearance of a surface
- **Taste** – flavour felt in the mouth when eating
- **Progress** – onward improvement to the final product
- **Attempt** – to try to achieve or complete
- **Criteria** – a range of ideas to stick to for your design
- **Purpose** – the reason to carry out the project
- **User** – the person or people who will need the finished product
- **Evaluate** – look back at what you have made and compare it to the criteria
- **Plan** - prepare what you need to complete your product

How would you improve your finished product?

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Visits – Taylors Farm



What made it tasty?

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Which was the crunchiest and which was the sweetest food you tasted?

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Which parts of the fruit or vegetable would you not eat and why?

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