



**Design and Technology Topic:** Design, make and evaluate a blueberry muffin.

**Year: 1 Term:** Autumn 2

## Key Knowledge/Content:

- Know why it's important to generate ideas, considering the purposes for which I am designing.
- Use different utensil safely and correctly with less guidance.
- Name a range of ingredients and utensils used.
- Know where some ingredients come from.
- Discuss healthy and unhealthy foods.
- Know how to evaluate my product against the original design criteria carrying out appropriate tests e.g. how well it meets its intended purpose.

## Links to:

### Prior learning:

The children designed, created, and evaluated a finger puppet.

### Future learning:

The children are going to design, create a moving animal enclosure and evaluate their products.

## Key vocabulary with definition:

### Prior vocabulary:

- Product – An item offered for sale.
- Decorate – To add detail to a product.
- Join – To combine materials together.
- Design- To draw something and think about the materials and resources.
- Evaluate – To discuss likes, dislikes, and improvements.

### New vocabulary:

- Healthy - Food that gives you all the nutrients you need to stay healthy, feel well and have plenty of energy.
- Unhealthy - High in calories, added sugars, fats, and low in essential nutrients.
- Hygiene - How the children will look after their own bodies and make sure that they are clean and healthy.

## By the end of this unit

**All children can:** **identify** and **name** a range of ingredients and tools and **name** healthy and unhealthy foods.

**Most children can:** **demonstrate** how to mix, pour and slice and **demonstrate** how to use tools safely.

**Some children can:** **explain** and **compare** their products to others discussing similarities and differences and **explain** what went well and challenges faced.

## Background understanding for teachers and parents:

The children are going to design, make and evaluate a blueberry muffin. Children will explore ingredients, utensils and cooking techniques to apply when making their product. Once the product is finished, the children will discuss what they enjoyed and what they found challenging.

## Curriculum Driver (one):

Communication

### Evidence outcome:

To communicate the ideas of their design discuss, such as what they like and dislike about their product.