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| **St Bartholomew’s Knowledge Organiser**  **Design Technology** | **Class 3** | **Autumn 2 DT–**  **Year 2021-2022** | ***Food – adapting a recipe*** |
| **What we will learn:** | | **Success Criteria:** | |
| In this unit you will learn to;   * follow a baking recipe * evaluate a product and consider: * taste * smell * texture * appearance * packaging * target audience * make and test a prototype * to cook food safely – following basic hygiene rules * cook to a recipe and adapt it to create a new biscuit prototype * evaluate and compare a range of biscuit prototype * design a biscuit to a given budget * work as a group to design a biscuit that would sell for £1.99 * In my group we will:   + consider biscuits we have tasted and the successes of the prototypes we have made   + complete a budget to ensure that we spend within the limit   + make decisions as part of a team to finalise the recipe we will make * create branding for my group’s final product * make a biscuit that meets a given design brief * consider safety and hygiene when baking * use the ingredient quantities specified in our Budget * make suitable packaging for my product | | * Following a recipe with some support. * Describing some of the features of a biscuit based on taste, smell, texture and appearance * Adapting a recipe by adding extra ingredients to it * Planning a biscuit within budget * Making a biscuit from an adapted recipe and its packaging all within budget | |
| **Important Vocabulary** | |
| **Adapt – to change or alter something to fit a given purpose or to improve it**  **Budget – to set a certain amount of money that can be used for something and then making sure that you record what you spend and don’t spend more than the amount you set**  **Equipment – items and objects needed to complete a task**  **Evaluation – when you look at the good and bad things about something and then think about how you can improve it**  **Taste – how food or drink tastes (eg sweet, sour, bitter, salty)**  **Ingredients – items that make up a mixture**  **Method – following a process or list of instructions**  **Net - a flat 2D shape, that becomes a 3D shape once assembled**  **Packaging – the packet or container that holds a product safe, ready to be sold**  **Prototype – a simple model that lets you test that tests out your idea, showing how it will look and work**  **Quantity- amount of an item**  **Recipe - a set of instructions for making or preparing a food item**  **Target audience – a person or particular group of people at whom a product is aimed** | |