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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
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| **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** |