

D&T – Food Technology – A Healthy and Varied Diet

Year 4: Summer 2

Key Vocabulary

Appearance – how the food looks to the eye.

Texture – how the product feels in the mouth.

Sensory evaluation – evaluating food products in terms of the taste, smell, texture and appearance.

Preference test – trying different foods and deciding which you like best.

Strawberry huller – tool to remove the stalk and leaves from a strawberry.

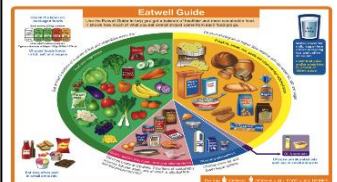
Processed food – ingredients that have been changed in some way to enable them to be eaten or used in food preparation and cooking.

Reared – breeding and raising animals.

Harvested – gathering a crop for harvest or catching and killing an animal for human consumption.

Key Questions

- How do the sensory characteristics affect your liking for the food?
- How and why are the different foods processed?
- What sort of food product could be made that could be easily carried?
- What do you need to consider to make your product part of a balanced diet?
- How could we make it appealing to eat?
- What ingredients have been used?
- Which food groups do they belong to?
- How and why are the different foods processed?
- What techniques are needed to prepare the food?



Key Skills

- Generate and clarify ideas through discussion with peers and adults to develop design criteria including appearance, taste, texture and aroma for an appealing product for a particular user and purpose.
- Plan the main stages of a recipe, listing ingredients, utensils and equipment.
- Select and use appropriate utensils and equipment to prepare and combine ingredients.
- Explain how combined ingredients come together.
- Carry out sensory evaluations of a variety of ingredients and products.
- Record the evaluations using e.g. tables and simple graphs.
- Know about a range of fresh and processed ingredients appropriate for their product, and whether they are grown, reared or caught.

Key Concepts

Cooking and Nutrition

The nourishment or energy that is obtained from food consumed or the process of consuming the proper amount of nourishment and energy.

Designing

A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made. The designer must consider the purpose and the intended user of the product being created.

Website Links

<https://kidworldcitizen.org/world-architecture-for-kids/>
<https://www.youtube.com/watch?v=Pp9U6lyoIqq>