Academic Year 2024-2025

The Farm Shop

Subject: Design and Technology	Year Group: 2	2 Term	ı: Spring 2	Title: The Far	n Shop
	Key Knowledge			Key Questions	
	• Know how to			• Product - what kind of salad could we make?	
	 evaluate existing products and design a similar product. Know which foods are healthy and 			• Purpose – Is it a meal on its own or an accompaniment	
				a meal?	
				• User - who is going to enjoy it?	
				• How do we prepare salad hygienically?	
				• How do we cut, peel, grate and chop salad safely?	
	unhealthy choices.			• What non-standard units of measure should we use to measure our	
	• Know the ingredients that could be			ingredients?	Basic Knife Skills
	selected to be used in a salad.				
	• Know the names of a wide range of fruits				
	and vegetables and to which group they				
	belong.				
	0				
	• Know simple rules for working safely and hygienically.				
Key Skills	A Good Designer			Key Vocabulary and definitions	
• To group familiar food products e.g. fruit and vegetables.				Salad	A mixture of cold vegetables.
• To be able to explain where food comes				Ingredients	One of the parts of a mixture.
from.	Good designers Seek solutions	Good designers	Good designers Test & refine	Measure	The exact size, weight, amount of
• To cut, peel, grate, chop a range of		Research & develop			something.
ingredients.			}	Product	Something that is made or created.
• To work safely and hygienically.	Good designers			Purpose	A reason or plan to design and create
• To understand the need for a variety of	Plan Good des	Good designers	Good designers Evaluate		something.
foods in a diet.	628	Create		Hygiene	The practice of keeping clean to stay
• To measure and weigh food items.	\$PE	T			healthy and prevent disease.

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