



# Year 6 - Spring - Design & Technology Knowledge Organiser



## What I already know...

- Knowledge and understanding about food hygiene, nutrition, healthy eating and a varied diet.
- How to use appropriate equipment and utensils, and apply a range of techniques for measuring out,

## What I will learn...

### Celebrating culture and seasonality

- Know how to use utensils and equipment to prepare and cook food.
- Understand about seasonality in relation to food products and the source of different food products.
- Know and use relevant technical and sensory vocabulary.



## Key Vocabulary

Ingredients	any of the foods or substances that are combined to make a particular dish.
Herbs	any plant with leaves, seeds, or flowers used for flavouring, food, medicine, or perfume.
Nutrients	a substance that provides nourishment essential for the maintenance of life and for growth.
Intolerance	an inability to eat a food or take a drug without negative effects.
Savoury	Food that is salty or spiced rather than sweet.
Roll out	To flatten dough using a rolling pin.
Utensils	A household tool designed for a specific purpose to aid cooking and baking.
Seasonal	Fresh food that is ready to eat during a particular season (i.e. spring, summer, Autumn or winter).
Specification	Something identified for precise requirement.
Evaluation	Making an informed and considered judgement about something.

## Making a difference at The Merton and beyond

The children will explore a range of different cultures and the seasonality of produce in different regions of the world before focusing in on spring seasonal produce in the UK. Tasked with designing a savoury pie that celebrates local produce, children will research existing products (including local producer Pukka Pies) before making and evaluating their own pie from locally sourced ingredients.

## Being a designer...

- Generate innovative ideas through research and discussion with peers and adults to develop a design brief and criteria for a design specification.
- Explore a range of initial ideas, and make design decisions to develop a final product linked to user and purpose.