

DT—Year 5—Pizza

Design Brief

To design and make a pizza that is edible.



Vocabulary

pizza	measure
Raffaele Esposito	accurately
assemble	equipment
cook	recipe
temperature	method
oven	cooking time
hob	ingredients

Year 4 Design Skills

- Investigate existing products, including drawing them to analyse and understand how they are made.
- Plan a sequence of actions to make a product.
- Develop more than one design.
- Generate designs with annotated sketches.
- Refine work and techniques as work progresses, continually evaluating the product design.
- Identify strengths and weaknesses of their design ideas.
- Talk about how closely their finished product meets their design criteria and meets the need of the user.
- Disassemble products to understand how they work.
- Improve on existing designs, giving reasons for choices.

Year 5 Design Skills

- Undertake research to inform design process. This may include surveys and interviews.
- Use prototypes, cross sectional diagrams, exploded diagrams and CAD software to represent diagrams.
- Consider the views of others when evaluating their own work.
- Ensure products have a high quality finish, using art skills where appropriate.
- Justify their decisions about materials and methods of construction.
- Make suggestions on how their design/ products can be improved.
- Use knowledge of inventors, designers, engineers, chefs and manufactures who have developed ground breaking products to create their own innovative designs.

Cooking Skills

Year 4

- Measure ingredients using scales.
- Prepare ingredients hygienically and using the appropriate utensils by following a recipe.

Year 5

- Assemble or cook ingredients, controlling the temperature of the oven or hob if cooking.
- Measure accurately using different equipment.
- Creating recipes, including, methods, cooking times and temperature.
- Understand the importance of correct storage and handling of ingredients.

Design Process

Research

Look at a product to see how it has been made.

Skills

Practise and learn new skills to make the final product.

Design

Design the product using knowledge from research and skills learned.

Prototype

Make the prototype and identify any changes needed for the final design.

Make

Make the final product using skills learned.

Evaluate

Evaluate the final product.