

DT—Year 2—Smoothies

Design Brief

To design and make a healthy drink which contains fruits or vegetables.



Vocabulary

healthy	safety	design
unhealthy	peel	criteria
diet	cut	measure
balanced	grate	blender
hygiene	ingredients	
pureed	design	
raw	product	

Year 1 Design Skills

- Explain what they are making and which materials they are using.
- Design products that have a clear purpose.
- Use pictures and words to convey what they want to make.
- Make products, using a range of tools to cut, shape, join and finish.
- Say what they like and don't like about their product.
- Talk about how closely their finished product meets their design criteria.
- Begin to use software to represent 2D designs.
- Explore objects and designs to identify likes and dislikes.
- Explore how products have been created.

Year 2 Design Skills

- Explain what they are making and which materials they are using and why they have chosen them.
- Design products that have a clear purpose and an intended user.
- Use pictures and words to convey what they want to make.
- Make products, using a range of tools to cut, shape, join and finish.
- Say what they like and don't like about their product and explain why.
- Talk about how closely their finished product meets their design criteria.
- Confidently use software to represent 2D designs.
- Explore objects and designs to identify likes and dislikes.
- Explore how products have been created.

Cooking Skills

Year 1

- Understand where food comes from.
- Group familiar food products e.g. fruit and vegetables.
- Cut ingredients safely.
- Prepare simple dishes-safely and hygienically-without using a heat source.

Year 2

- Group foods into the five groups in The Eatwell Plate.
- Cut, grate or peel ingredients safely.
- Prepare simple dishes-safely and hygienically-without using a heat source.
- Measure or weigh using cups or electronic scales.

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.

Make

Make the final product using skills learned.

Evaluate

Evaluate the final product.