



Curriculum Map





Food Technology- Our Why?

The aim of Food Technology mirrors that of DT at Abbey school is to develop creative, technical, and practical skills that are required to perform everyday tasks confidently and participate successfully in an increasingly technological world. Build and apply a repertoire of knowledge, understanding of skills that will enable them to evaluate, design and make high quality prototypes and products that are suitable for a wide range of users. Knowledge and skills through the grades and steps driven by topic every half term that uses the 4 corners of Engage, Develop, innovate and Express to embed learning. .

Big Ideas promoted to our Food Technology Curriculum

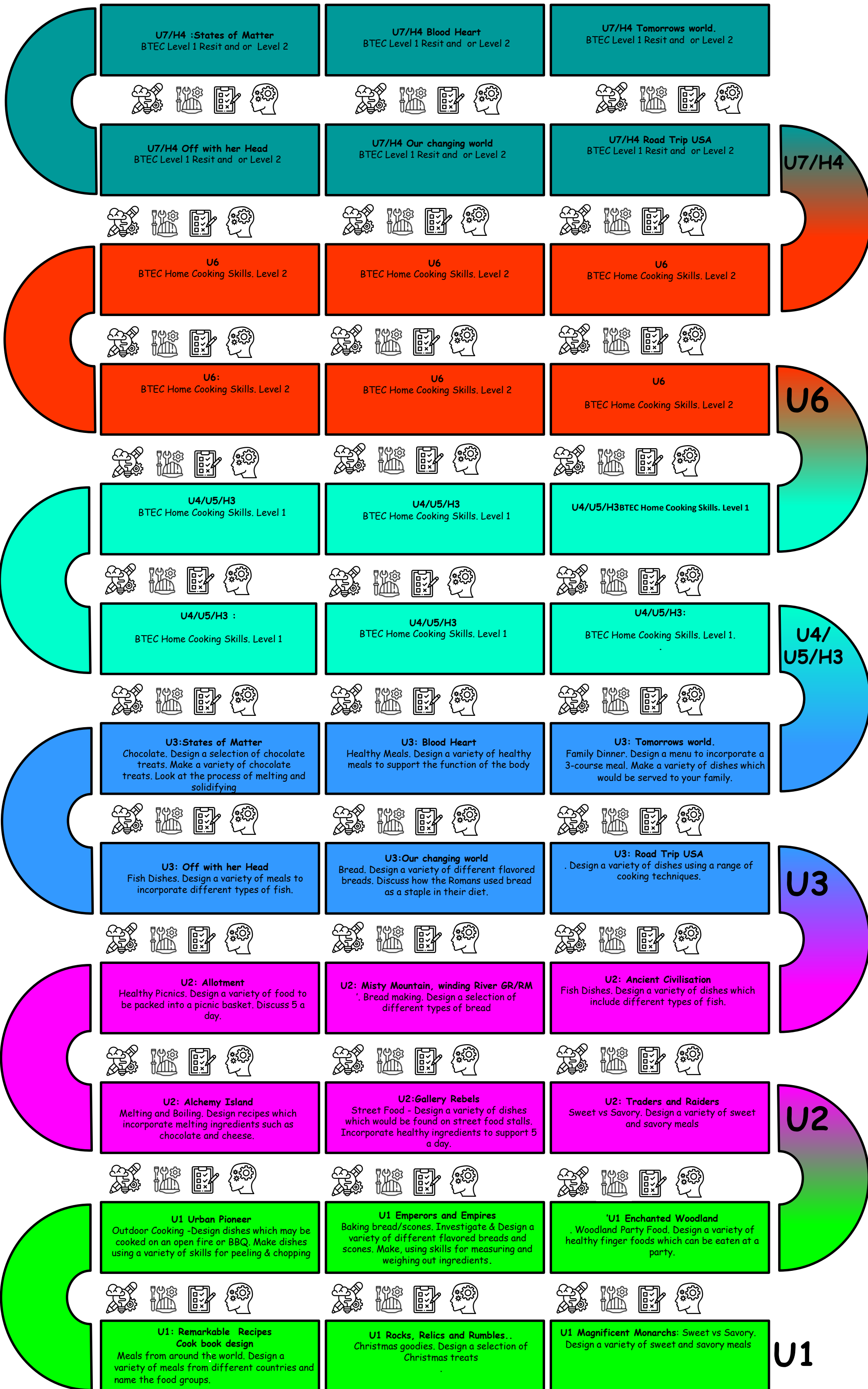


Substantive Concepts of our Food Technology Curriculum

Design		develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
Make		To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
Evaluate		Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses..
Technical Knowledge		To know the origin of materials and the sustainability of it.



Curriculum Map Upper School and Horizon Hub



Curriculum Map Lower School



Rocks, relics and rumbles
Outdoor Cooking -Design dishes which may be cooked on an open fire or BBQ. Make dishes using a variety of skills for peeling & chopping

Predator
Baking bread/scones. Investigate & Design a variety of different flavored breads and scones. Make, using skills for measuring and weighing out ingredients..

Urban Pioneer
. Design a variety of healthy finger foods which can be eaten at a party.



L6: Eat well cook well
Meals from around the world. Design a variety of meals from different countries and name the food groups.

L6: Gods and Mortals
Christmas goodies. Design a selection of Christmas treats which involve using equipment

L6: Spirit
Sweet vs Savory. Design a variety of sweet and savory meals

L6



L5: Wriggle and Crawl
Hunter Gatherer/ Outdoor cooking. Design different meat/quorn and vegetable dishes.

L5: Coastline
Fish Dishes. Design a variety of meal which incorporate different types of sea life. Discuss the benefits of eating fish. Omega 3, Protien

L5: Muck, Mess and Mixtures
. Celebration cakes for a Carnival. Design different cakes for a party. Make the cakes using skills for weighing out ingredients, measuring liquids.



L5: Towers Tunnels and Turrets Structures
Stews & Soups. Make meals using a variety of skills including Peeling, slicing, boiling, simmering.

L5 Beat Bang Boogie
Melting and Boiling. Design recipes which incorporate melting ingredients such as chocolate and cheese.

L5 Bounce
Healthy Eating Plan. Design a healthy menu for an athlete to maintain a strong healthy body.

L5



L4: Paws claws and whiskers
Easter treats. Look at where the egg comes from. Design a variety of treats including Easter biscuits/buns/cakes.

L4: Our Wonderful World
Food from around the world. Design a menu to include different spices in cooking. Make a variety of dishes from different countries, comparing taste, smell and texture.

L4: Rio Da Vida
Superfood. Design a menu to help you grow healthy and strong.



L4 Enchanted woodland)
Investigate how much food we waste. Look at ways to preserve. Design a pack up lunch for an enchanted visitor

L4: Memory box
Pudding Lane Bakery. Design a variety of breads investigating the use of yeast. Also look at sweet breads.

L4: TEAM
Reflection and symmetry in cooking. Design own biscuit including size/shape and pattern for decoration.

L4



L3: Why don't snakes have legs?
Investigate the benefits, protein/omega 3. Design recipes to incorporate eggs

L3: Plant Parts - How does it grow?
Discover rainbow foods. Use senses to describe foods. Look at online shopping, prices and food labels

L3: Can you build it?
Operating simple electrical equipment. Hand held blenders, mixers. Design sweet treats.



L3: Puppets and Popups
The sound of food. Sausages sizzling, eggs cracking. Make a variety of breakfast's and discuss the sounds food makes.

L3:Winter Wonderland
Discuss different harvest foods. Design recipes to include Autumn foods.

L3: Marvelous machines
Create a pack up for your Journey. Design a variety of pack up lunches.

L3



L2: Lets Explore
Bear Hunt Picnic. Design your picnic basket. Make healthy sandwiches, fruity snacks and a sweet treat.

L2: Sunshine and Sunflowers
Yummy Summer Fruits. Discover senses by handling fruits, consider the texture. Design recipes to include skills such as peeling

L2: Ready, Steady Grow
The Farm Shop. Design different flavours of bread to sell in a farm shop. Make bread using the ingredients you have chosen



L2: Shadows and reflection RM
Stained glass cookies. Design own cookie using 2D shapes/SSM.

L2: Chop slice and Mash
Design a healthy breakfast. What toppings could you put on porridge for the 3 bears to make it healthy.

L2: Sparkle and shine
Make Shiny Biscuits/treats.

L2



L1: Animal safari
Where does food come from? Which food's come from Africa. Design own fruit salad

L1: Creep, Crawl and Wriggle
Mini beast cafe. Design a menu for the mini beasts to see what they will eat. Is it similar to humans?

L1:On The Beach
What types of food can be found in the sea. How are fish caught? Design a chip shop menu.



L1: Big Wide World
Make a packed lunch for someone that helps us

L1: Stories and Rhymes
. Prepare meals for the 3 Bears Breakfast. Selecting and preparing ingredients, using utensils and equipment

L1:Me and My Community- Friendship Biscuits: Design their own biscuit.

L1