

National Curriculum Objectives: In this unit, children will be taught to:

Cooking and Nutrition

Skills		Knowledge
Design	Describing how climate affects where foods grow.	- To know that seasonal means foods that grow in a given season in a given country. - To know some seasonal foods that grow in the UK and what season they grow in. - To know that eating seasonal foods can have a positive impact on the environment. - To know how to describe the flavour and texture of foods. - To know how to cut a peel safely. - To know that the appearance of food is as important as taste. - To know that similar coloured fruits and vegetables often have similar nutritional benefits.
Make	- Identifying seasonal ingredients from the UK. - Following the instructions within a recipe. - Tasting seasonal ingredients. - Peeling foods by hand or with a peeler. - Cutting ingredients safely. - Choosing ingredients based on a design brief.	
Evaluate	- Describing the texture and flavour of ingredients. - Describing the benefits of seasonal fruits and vegetables and the impact on the environment.	

Structures

Skills		Knowledge	
Design	- Designing a castle with key features to appeal to a specific person/purpose. - Drawing and labelling a castle design using 2D shapes, labelling: - the 3D shapes that will create the features - materials needed and colours. Designing and/or decorating a castle tower on CAD software.	Technical	- To understand that wide and flat based objects are more stable. - To understand the importance of strength and stiffness in structures.
Make	- Constructing a range of 3D geometric shapes using nets. - Creating special features for individual designs. - Making facades from a range of recycled materials.		
Evaluate	- Evaluating own work and the work of others based on the aesthetic of the finished product and in comparison to the original design. - Suggesting points for modification of the individual designs.	Additional	- To know the following features of a castle: flags, towers, battlements, turrets, curtain walls, moat, drawbridge and gatehouse - and their purpose. - To know that a façade is the front of a structure. - To understand that a castle needed to be strong and stable to withstand enemy attack. - To know that a paper net is a flat 2D shape that can become a 3D shape once assembled. - To know that a design specification is a list of success criteria for a product.

Digital World			
Skills		Knowledge	
Design	- Problem solving by suggesting which features on a Micro:bit might be useful and justifying my ideas. - Drawing and manipulating 2D shapes, using computer-aided design, to produce a point of sale badge. - Developing design ideas through annotated sketches to create a product concept. - Developing design criteria to respond to a design brief.	Technical	- To understand that, in programming, a 'loop' is code that repeats something again and again until stopped. - To know that a Micro:bit is a pocket-sized, codeable computer. - To know that a simulator is able to replicate the functions of an existing piece of technology.
Make	- Following a list of design requirements. - Writing a program to control (button press) and/or monitor (sense light) that will initiate a flashing LED algorithm.		
Evaluate	- Analysing and evaluating wearable technology. - Using feedback from peers to improve design.	Additional	- To know what the 'Digital Revolution' is and features of some of the products that have evolved as a result. - To understand what is meant by 'point of sale display.' - To know that CAD stands for 'Computer-aided design'. - To know what a focus group is by taking part in one.