Edward Peake Church of England Middle School				
Foo	Food Topic: Year: 6			Year: 6
		What should I a	already know?	
•	How to work safely in the k	itchen.		
•	How to carry out a sensory	analysis of food.		
•	How to peel vegetables.			
•	How to stir ingredients toge	ether.		
•	How to use the bridge and	claw technique to	prpare fruit and	d vegetables.
•	Measure accurately with w	eighing scales, m	easuring spoon	s and a measuring jug.
•	Grate cheese.			
•	How to thread ingredients	onto a skewer.		
•	Use the oven and hob safely.			
•	How to follow a recipe.			
•	Where and how a variety c	f ingredients are	grown, reared, c	caught and processed.
What will I know by the end of the unit?				

- About the eatwell guide and how to eat healthily.
- About seasonality.
- How food can be preserved so it can be eaten throughout the year.
- Where food comes from, what air miles are, what locally grown food is and why food is grown in different countries.
- How to make a batter.
- How to shape and finish pastry.

Vocabulary		
Eatwell Guide	The governments advice on what to eat for a healthy diet.	
Sensory Analysis	The testing of a product using the human senses.	
Appearance	How something looks.	
Aroma	How something smells.	
Texture	How something feels.	
Source	Where something comes from.	
Seasonal	The time of year when food is at it's best and ready to be harvested.	
Food miles	How far food travels from where it is harvested to your plate.	
Locally grown food	Food grown close to where it is sold.	

Edward Peake Church of England Middle School

Food

Topic: Food Preparation and Nutrition

Year: 6

Sensory Analysis

Sensory analysis is the testing of food using our senses.





We use our sight to describe the appearance of the food.

We use our smell to describe the aroma of the food.

We use our touch to describe how the food feels in our mouth.

We use out taste to describe how the food tastes.

Key information

- The food we eat should be made up of carbohydrates, proteins, dairy, fruit and vegetables and a little bit of fat.
- Seasonal food is food that is ripe and ready to eat at a certain time of year.
- Food can be preserved by freezing, drying, canning, pickling and making it into jams or preserves.
- Food miles is the distance your food has travelled from where it is grown to where it will be eaten



The Eatwell Guide

The Eatwell Plate is made up of 5 sections.

It is a guide showing us how much of each food group we should eat so we have a healthy diet.

The foods on the outside of the plate are foods that are nice to eat but not essential for a healthy diet.

We should drink 6-8 glasses of drink a day.

Investigation tasks

- 1. Research into the eatwell plate and produce an information leaflet for children explaining why they should eat foods from each section.
- 2. Modify the apple crumble recipe for each season of the year. Can you make one of them?
- 3. Research into which countries the food we eat come from, can you make a game for children to help teach them this information?
- 4. Can you make your own bread?

Edward Peake Church of England Middle School		
Tex	tiles Topic: Hand sewing skills – Year: 6 Puppet	
	What should I already know?	
•	How to work safely in the textiles room.	
•	How to use existing products to help come up with ideas.	
•	How to produce design ideas.	
•	What felt is and the properties that make it suitable.	
•	How to follow a set of instructions to make a product.	
•	How to use a pattern to mark out pieces out.	
•	How to thread a needle.	
•	How to join two pieces of felt together with thread.	
•	How to use a range of different stitches to add embellishments.	
•	How to use smaller pieces of felt, buttons and ribbon to add embellishments.	
•	How to finish off a row of stitches.	
•	How to evaluate a finished product.	
	What will know by the end of the unit?	

- How to develop design ideas into a final working product.
- How to use a prototype to make improvements to a design idea.
- How to make a product suitable to fit the size of the user.
- How to use embellishments to add features to a product.
- How to choose the most appropriate stitches for different jobs.
- How to adapt a set of instructions to make them suitable for a specific design.
- How to evaluate a product against the specification.

Vocabulary		
Function	What a product does.	
Embellishment	A decorative detail to improve the look of something.	
Accuracy	How close to being correct something is.	
Design Brief	An explanation of what the project should do.	
Evaluation	A review of how things have gone.	
Prototype	The first version of something to check whether any changes need to be made.	
Pattern	A guide that gives you the correct sizes and positioning of things.	

Edward Peake Church of England Middle School		
Textiles	Topic: Hand sewing skills—	Year: 6
	Puppet	



Key information

- Thread is used to join two pieces of fabric together.
- A prototype is the first version of something, to see if any changes need to be made.
- A pattern is used to transfer the correct sizes and positioning of embellishments onto the fabric.
- Embellishments can be added to a product using different stitches, buttons, ribbon and buttons.
- Pins are used to hold fabric in place until they are stitched.



Investigation tasks

- 1. Can you make a sampler using different stitches?
- 2. Can you make a guide showing how to sew different stitches?
- 3. Investigate how different fabric products are made.
- 4. Investigate new fabrics that are environmentally friendly and write up your findings.

Edward Peake Church of England Middle School		
Design Technology	Topic: Animal Automata	Year: 6
	What should I already know?	•

- What a specification is and how to write one for a design brief.
- How to produce design ideas.
- About the material plywood.
- How to work safely in the workshop.
- How to use a coping saw to cut curved and straight lines in plywood.
- How to use files and glass paper to smooth the edges of plywood.
- How to evaluate design ideas and a finished design.

What will kr	now by the	end of the uni	t?
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- What an automata is and how it works.
- How a cam mechanism converts rotary motion to linear motion.
- How to use a tenon saw to cut straight lines in plywood.
- How to make a frame structure.
- How to drill holes in plywood.
- How to make a cam mechanism.
- How to make an animal automata.

Vocabulary		
Automata	A mechanical figure.	
Mechanism	A system of parts working together in a machine.	
Cam	Changes the input motion, usually from rotary to linear.	
Follower	Allows the design to move up and down.	
Rotary motion	Movement following a circular path around a fixed point.	
Linear motion	Movement in a straight line and in one direction.	
Dwell	A small pause in the movement of a machine.	
Reinforce	Strengthen with added pieces.	
Specification	A list of requirements a product must meet.	
Evaluation	A review of how things have gone.	



Investigation tasks

- 1. Research everyday products that use a cam mechanism?
- 2. Research into levers. Can you make a catapult?
- 3. Research other types of motion. Can you make an information sheet to explain it to other students?
- 4. Can you make a rotating picture to show the sun rising and setting?