

## **Curriculum Overview**

# Cooking & Nutrition



"Cooking with kids is not just about ingredients, recipes and cooking. It's about harnessing imagination, empowerment and creativity."

**Guy Fieri** 

				C	urriculum Coverage -	- Thr	eshald cancents		
Phase		Design		Make		Evaluate		Technical Knowledge	
Upper KS2	YG Curry Y5 Pretzels Y4		use research and develop design criteria to inform the design of functional, appealing dishes that are fit for purpose, aimed at particular individuals or groups  Develop and communicate their ideas through research, testing and discussion		select from and use a wider range of utensils and equipment to perform practical tasks for example, cutting, shaping, combining, use of a heat source and presenting dishes with accuracy	֓֞֞֞֞֞֞֞֞֞֞֓֞֞֞֞֞֓֞֞֞֓֞֞֞֞֓֞֓֞֓֞֓֞֓֞֓֓֞֓֞	investigate and analyse a range of existing food products     evaluate their ideas and dishes against their own design criteria and consider the views of others to improve their work.	<b>\$</b>	understand and apply the principles of a healthy and varied diet      prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
Lower KS2	Pasta Y3 Fruit Crumble				select from and use a wide range ingredients, according to their characteristics, nutritional value and seasonality		Understand different cultures and individuals dietary requirements		understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.
KS1	Y2 Sandwiches		design purposeful, functional, appealing dishes for themselves and other users based on design criteria	s for themselves based on design  mmunicate their lking and	select from and use a range of utensils and equipment to perform practical tasks for example, cutting, shaping, combining and presenting	1) 25	explore and evaluate a range of different existing food products     evaluate their ideas and dishes against design criteria	<b>\$</b>	use the basic principles of a healthy and varied diet to prepare dishes
	Y1 FruitSmoothies		Develop and communicate their ideas through talking and sensory investigation		select from and use a wide range ingredients, according to their characteristics				understand where food comes from.
EYFS	Reception FruitSalad		Begin to show accuracy and care when drawing		Use a range of small utensils including scissors, forks and skewers  Explore and play with a wide range of ingredients	4666	Share their dishes, explaining the process they have used	<b>\$</b>	Have a deep understanding of number to 10     Compare quantities
	Nursery FruitKebab				Safely use and explore a variety of ingredients, utensils and techniques experimenting with colour, design, texture and				Develop spatial reasoning skills including shape, space and measures

### Intent

Cooking & Nutrition is an inspiring, rigorous and practical subject. Using creativity and imagination, children design and make dishes that consider their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics and science. Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of world cultures and cuisines, they develop a critical understanding of individuals' dietary requirements and the environmental impact of sourcing ingredients. High-quality Cooking and Nutrition education makes an essential contribution to the health, culture, wealth and well-being of the nation.

### Implementation

The threshold concepts across the Cooking & Nutrition curriculum are taught sequentially over time to develop technical knowledge, skills and understanding from EYFS to Y6 and beyond.

The curriculum aims to ensure that all children:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- 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
- Critique, evaluate and test their ideas and products and the work of others

### Impact

The Cooking & Nutrition curriculum at BCCET allows all children:

- To develop their God given talents and gain the technical knowledge and skills needed to become confident individuals
- To understand and evaluate technical information.
- · To make informed decisions that impact on their own lives and the lives of those around them.
- To develop an increasing awareness of the moral and ethical dilemmas technical discovery can bring.
- To become active citizens of the world.
- To receive regular oral and written feedback so children are aware of their position on the learning journey, their strengths and targets, which they consider when taking their next steps.



## **Curriculum Overview**

# Design & Technology



"Design and Technology should be the subject where mathematical brainboxes and science whizzkids turn their bright ideas into useful products."

James Dyson

Phase		Curriculum Coverage – Threshold Concepts								
		Design		Make		Evaluate		Technical Knowledge		
Upper KS2	YG Felt-Phone Cases Y5 Fair Ground Rides		use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design	Ž	select from and use a wider range of tools and equipment to perform practical tasks for example, cutting, shaping, joining and finishing, accurately     select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities	现代 :-	investigate and analyse a range of existing products ⊇ evaluate their ideas and products against their own design criteria and consider the views of others to improve their work     understand how key events and individuals in design and technology have helped shape the world	<b>\$</b>	apply their understanding of how to strengthen, stiffen and reinforce more complex structures     understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	
Lower KS2	Y4 Creative Shoes Y3 Branding & Packaging								understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors  apply their understanding of computing to program, monitor and control their products.	
KS1	Y2 Patchwork Y1 MovingPictures		design purposeful, functional, appealing products for themselves and other users based on design criteria (a moving picture) generate, develop, model and communicate their ideas through talking, drawing, templates and mock-ups	<b>3</b> *	select from and use a range of tools and equipment to perform practical tasks for example, cutting, shaping, joining and finishing     select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	1000	explore and evaluate a range of existing products     evaluate their ideas and products against design criteria	•	build structures, exploring how they can be made stronger, stiffer and more stable     explore and use mechanisms for example, levers, sliders, wheels and axles, in their products.	
EYFS	Reception Junk Modelling Nursery Junk Modelling		Begin to show accuracy and care when drawing	ž	Use a range of small tools including scissors & paintbrushes  Explore and play with a wide range of media and materials  Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture and form	i i	Share their creations, explaining the process they have used	•	Have a deep understanding of number to 10     Compare quantities     Develop spatial reasoning skills including shape, space and measures	

### Intent

Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, children design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Children learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

### Implementation

The threshold concepts across the Design and Technology curriculum are taught sequentially over time to develop technical knowledge, skills and understanding from EYFS to Y6 and beyond.

The curriculum aims to ensure that all children:

- Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- 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
- Critique, evaluate and test their ideas and products and the work of others

### Impact

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