

Super Salads



In this unit of work we will be developing, making, tasting and evaluating our own salads. We will taste a variety of different salad ingredients, look at different combinations of salad ingredients already used to make popular dishes and build on skills gained last year to prepare and chop ingredients to put into our own salads. We will also learn about the importance of hygiene when preparing food and make our own set of food preparation rules.

Key Vocabulary

Word	Definition
Meat	Meat comes from animals for food.
Vegetable	A plant or a part of a plant that you can eat.
Salad	Raw fruit or vegetables that are chopped and mixed together.
Hygiene	Ways of keeping clean to stay healthy and prevent illness through germs.
The Bridge	Gripping food for cutting whilst keeping fingers out of the way.
The Claw	Gripping food for cutting ensuring finger tips are out of the way.
Fork Secure	Using a fork to hold food still while cutting.

Key learning:

- Understand where salad ingredients come from and their place on the Eatwell plate.
- How to chop, peel and grate a range of ingredients.
- How to prepare food hygienically and safely.
- Discuss different ingredients and propose how they can be combined to make a tasty salad.
- Design and evaluate a final product.



the bridge

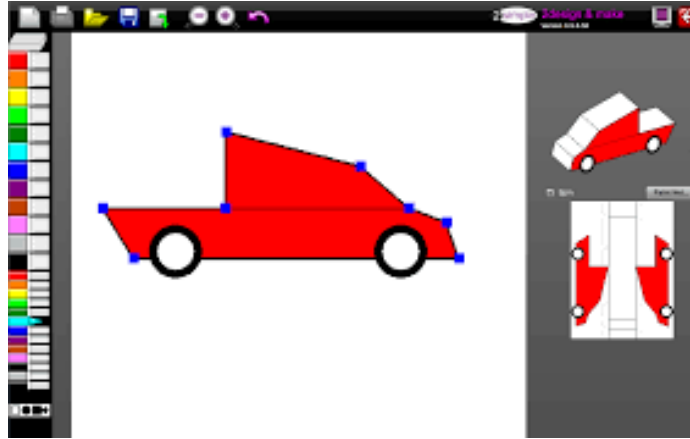


the claw



fork secure

Vehicles



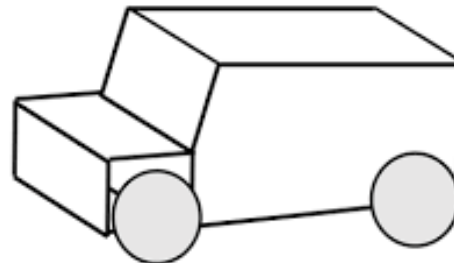
In this unit of work we will be learning about different vehicles, their design features and their purposes. We will use ICT to create vehicle designs before building them using appropriate materials. We will then evaluate our finished products thinking about how closely it meets our design criteria.

Key Vocabulary

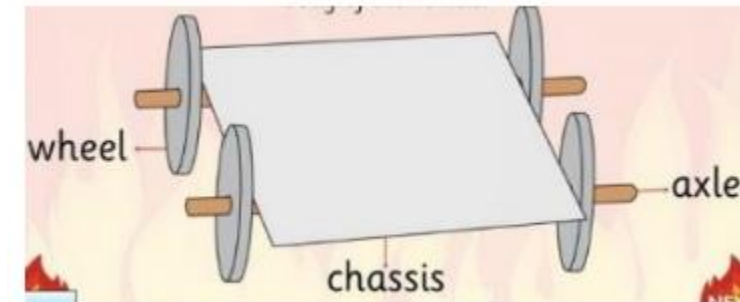
Word	Definition
Vehicle	Something used to transport people and objects from one place to another.
Wheels	Circular object that spins below a vehicle to help it move.
Axels	A rod that holds the vehicle together under a vehicle.
Chassis	The base frame of a vehicle.
Design	A detailed drawing of what something will look like and how it will work.
Materials	Things that you use to make something e.g. cardboard, plastic fabric.
Body of Vehicle	The shape and size of a vehicle that has windows, doors etc.

Key learning:

- Investigate and discuss different types of vehicles.
- To attach wheels to a chassis using an axel.
- Use ICT to design the body of a vehicle.
- To be able to use a template for cutting and join materials in different ways.
- To design and evaluate a product, suggesting ways it can be improved.



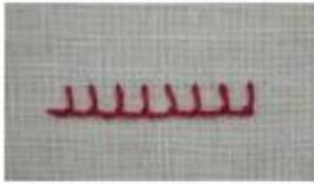
wheel cab chassis axle body



Puppets



Blanket stitch



Running stitch



In this unit of work we will be finding out about different types of puppets before designing and making our own finger and glove puppets. We will explore different methods of joining fabric including different types of stitches. Once finished we will compare our puppet to our initial designs and discuss how successful they are.

Key Vocabulary

Word	Definition
Function	What the purpose of a product is.
Aesthetic	The look of a product.
Seam	Line where two pieces of fabric are joined.
Felt	A textile material that is made by matting, condensing and pressing fibres together.
Hem	The edge of the fabric.
Needle	A sharp pointed implement used in sewing.
Thread	A fine cord of twisted fibres used in sewing and weaving.
Fabric	Material made by weaving, felting or knitting fibres.
Stitch	A link or loop made by sewing, knitting or needlework.

Key learning:

- Understand there are different types of puppets which are operated in different ways.
- How to use a template to cut fabric accurately.
- How to join fabric using glue.
- How to join fabric using both running and blanket stitches.
- Evaluate how successful our final product is.

