

**1. Year Groups**  
**Years**  
**1/2**

**2. Aspect of D&T**  
**Food**  
**Focus**  
**Preparing fruit and vegetables**

**4. What could children design, make and evaluate?**  
fruit salads fruit yogurt fruit drinks  
fruit jelly fruit smoothies  
vegetable salads fruit and vegetable kebabs  
other – specify

**5. Intended users**  
themselves parents siblings  
grandparents friends peers at school  
younger/older children visitors  
other – specify

**6. Purpose of products**  
picnic celebration party school event  
sports day pleasure café corner  
other – specify

**16. Possible resources**  
range of fresh fruit and vegetables  
chopping boards, knives, peelers, graters, skewers, juicers, spoons, jugs, plates, bowls, aprons, plastic table covers, hand washing and washing-up facilities  
yogurt making machine or blender, if appropriate

**17. Key vocabulary**  
fruit and vegetable names, names of equipment and utensils  
sensory vocabulary e.g. soft, juicy, crunchy, sweet, sticky, smooth, sharp, crisp, sour, hard  
flesh, skin, seed, pip, core, slicing, peeling, cutting, squeezing, healthy diet, choosing, ingredients, planning, investigating tasting, arranging, popular, design, evaluate, criteria

**3. Key learning in design and technology**

**Prior learning**

- Experience of common fruit and vegetables, undertaking sensory activities i.e. appearance taste and smell.
- Experience of cutting soft fruit and vegetables using appropriate utensils.

**Designing**

- Design appealing products for a particular user based on simple design criteria.
- Generate initial ideas and design criteria through investigating a variety of fruit and vegetables.
- Communicate these ideas through talk and drawings.

**Making**

- Use simple utensils and equipment to e.g. peel, cut, slice, squeeze, grate and chop safely.
- Select from a range of fruit and vegetables according to their characteristics e.g. colour, texture and taste to create a chosen product.

**Evaluating**

- Taste and evaluate a range of fruit and vegetables to determine the intended user's preferences.
- Evaluate ideas and finished products against design criteria, including intended user and purpose.

**Technical knowledge and understanding**

- Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.
- Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of *The eatwell plate*.
- Know and use technical and sensory vocabulary relevant to the project.

**10. Investigative and Evaluative Activities (IEAs)**

- Children examine a range of fruit/vegetables. Use questions to develop children's understanding e.g. *What is this called? Who has eaten this fruit/vegetable before? Where is it grown? When can it be harvested? What are its taste, smell, texture and appearance? What will it look like if we peel it or cut it in half? What are the different parts called?*
- Provide opportunities for children to handle, smell and taste fruit and vegetables in order to describe them through talking and drawing. e.g. *What words can we use to describe the shape, colour, feel, taste?*
- Evaluate existing products to determine what the children like best; provide opportunities for the children to investigate preferences of their intended users/suitability for intended purposes e.g. *What do you prefer and why? What might we want to include in our product to meet our user's preferences? Which fruit/vegetables might be the best for our product to match the occasion/purpose?*



**12. Focused Tasks (FTs)**

- Discuss basic food hygiene practices when handling food including the importance of following instructions to control risk e.g. *What should we do before we work with food? Why is following instructions important?*
- Demonstrate how to use simple utensils and provide opportunities for the children to practise food-processing skills such as washing, grating, peeling, slicing, squeezing e.g. *Do we eat the whole fruit? Why or why not? Which parts do we eat? What might we have to do before eating this? Why do we cut, grate, peel and slice in this way?* Discuss different effects achieved by different processes.
- Discuss healthy eating advice, including eating more fruit and vegetables; using *The eatwell plate* model talk about the importance of fruit and vegetables in our balanced diet e.g. *Why is it good to eat fruit and vegetables? How many pieces of fruit/vegetables do you eat per day? Why is it important to wash fruit/vegetables before we eat them?*



**14. Design, Make and Evaluate Assignment (DMEA)**

- Set a context for designing and making which is authentic and meaningful.
- Discuss with the children the possible products that they might want to design, make and evaluate and who the products will be for. Agree on design criteria that can be used to guide the development and evaluation of children's products e.g. *Who/what is the product for? What will make our product unique/different? How will we know that we designed and made a successful product?*
- Use talk and drawings when planning for a product; ask the children to develop, model and communicate their ideas e.g. *What will you need? What fruit/vegetable will you need? How much will you need? How will you present the product?*
- Talk to the children about the main stages in making, considering appropriate utensils and food processes they learnt about through IEAs and FTs.
- Evaluate as the children work through the project and the final products against the intended purpose and with the intended user, drawing on the design criteria previously agreed.



**11. Related learning in other subjects**

- **Science** – understand that plants have leaves, stems, roots, flowers and fruits; understand the importance of growing plants and how seasons affect growth.
- **Spoken language** – children develop and use a sensory vocabulary.
- **Writing** – develop descriptive writing based on first-hand experience of tasting fruit and vegetables.
- **Mathematics** – carry out a simple survey to find out which are the favourite fruits/vegetables; construct and interpret the information in e.g. pictograms and bar graphs.

**13. Related learning in other subjects**

- **Spoken language** – ask questions to check understanding; use the correct terminology for equipment and food processes.
- **Writing** – instructions on how to use one of the utensils; how to prepare e.g. a fruit for eating.
- **Science** – talk about a balanced diet, different types of food and hygiene.

**15. Related learning in other subjects**

- **Spoken language** – ask questions to develop and check understanding, develop technical and sensory vocabulary and build knowledge.
- **Art and design** – use and develop drawing skills.
- **Writing** – children write a simple account about how they made their food product.
- **Computing** – use digital photographs to help order the main stages of making and support children's writing.

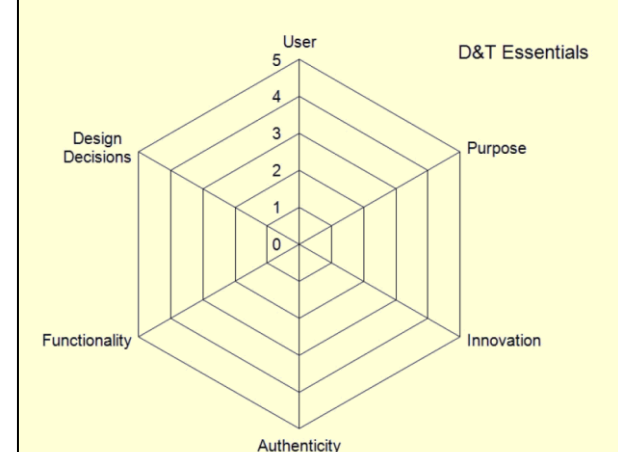
**18. Key competencies**

problem-solving teamwork negotiation  
consumer awareness organisation motivation  
persuasion leadership perseverance  
other – specify

**19. Health and safety**

Pupils should be taught to work safely and hygienically, using tools, equipment, techniques and ingredients appropriate to the task. Prior to undertaking this project risk assessments should be carried out, including identifying whether there are children who are not permitted to taste or handle any food ingredients or products.

**20. Overall potential of project**



Instant CPD



Tips for teachers

- ✓ Display fruit, including photographs and associated technical vocabulary, to encourage the children to use it when discussing, designing and making a food product.
- ✓ Ask the children to sort a selection of fruit and vegetables – which is which? Photo cards could be used for this.
- ✓ Include fruit that is less likely to be known to the children.
- ✓ Stories and poems about food could be used for inspiration and as an introduction to the project.
- ✓ Visit a local shop or food market to give your project a real-life context.
- ✓ Carrots can provide a relatively cheap food for examining the effects of using different equipment such as grating, slicing into thin rings, slicing into sticks.
- ✓ Serrated knives with rounded ends are the best.
- ✓ Foods for chopping/slicing could be cut in half lengthways to provide a flat base and held still with, for example, a fork so that children cut safely.
- ✓ Before you organise any food tasting in your class, you need to check your school and local authority health and safety policy. Seek parental consent.
- ✓ As homework ask children to keep a weekly fruit and vegetable diary and ask them to record their results in a chart/table. If more appropriate, focus on fruit and vegetables served in school.

Useful resources at [www.data.org.uk](http://www.data.org.uk)

- [Caribbean fruit cocktails](#) (7-9 years but contains useful information)
- [Are you teaching food in Primary D&T?](#)
- [Super salads](#) (7-9 years but contains useful information)
- [Chilled Food Association resources](#)
- [Fantastic fruit](#)

Other useful web-based resources:

- [www.foodafactoflife.org.uk](http://www.foodafactoflife.org.uk)
- <http://www.nhs.uk/livewell/5aday/pages/5adayhome.aspx>
- [www.eatwell.gov.uk](http://www.eatwell.gov.uk)

Teaching aids to demonstrate food processing skills



Peeling



Cutting



Slicing






Grating



Squeezing

Food Processing Equipment

Utensil	Food	Effect	Mouth feel
 Juicer	Orange	Makes juice	Liquid
 Peeler	Apple	Unpeeled apple	Crunchy
 Knife	Carrot	Thin rings	Crispy hard

Hygiene – some key pointers

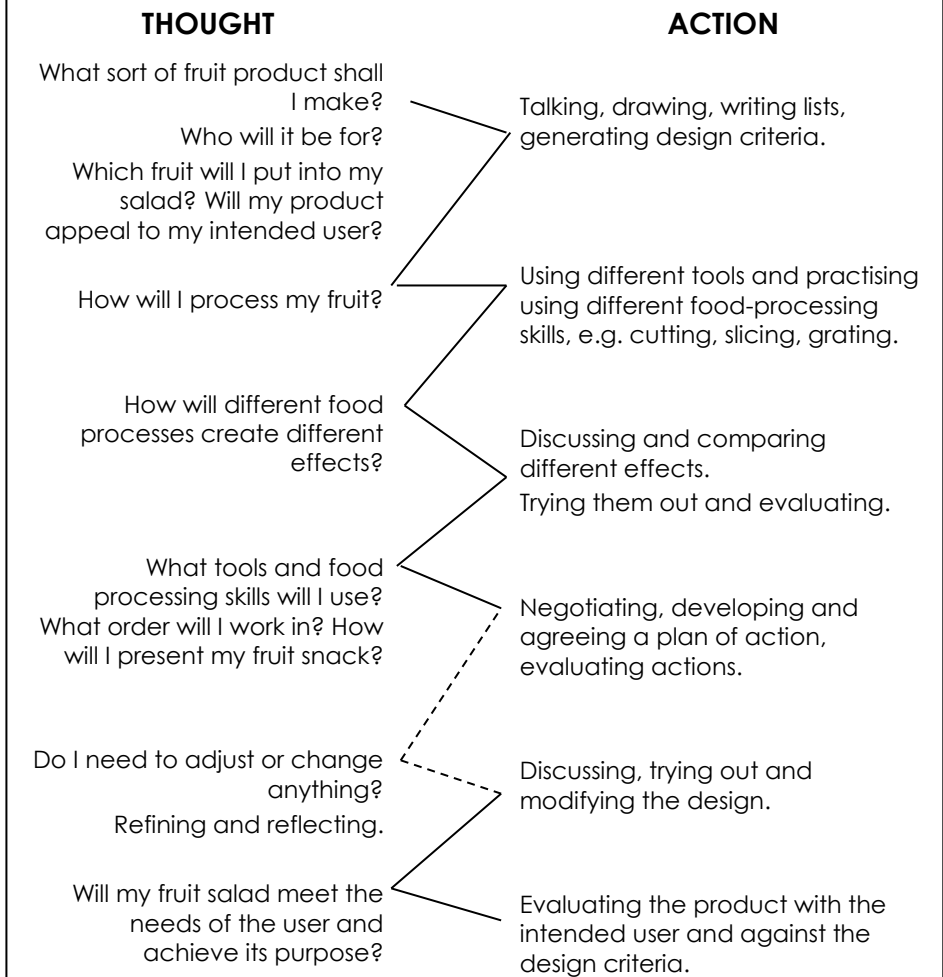
- Jewellery is removed
- Hair is tied back
- Sleeves are rolled up
- Aprons are on
- Hands are washed
- Cuts are covered with blue waterproof dressing



Further information from [www.foodafactoflife.org.uk](http://www.foodafactoflife.org.uk)

Designing, making and evaluating a fruit snack for a class picnic

An iterative process is the relationship between a pupil's ideas and how they are communicated and clarified through activity. This is an example of how the iterative design and make process *might* be experienced by an individual pupil during this project:



Glossary

- **Fruit** – plant or tree's edible seed with envelope.
- **Vegetable** – plant used for food.
- **Nutrients** – all the things in food that the body needs to remain healthy.
- **Pith** – the soft white lining inside fruit such as oranges.
- **Salad** – a cold dish of fresh and/or cooked vegetables or fruit.
- **Sensory evaluation** – subjective testing of foods where senses are used to evaluate qualities such as appearance, smell, taste, texture (mouth feel).
- **Kebab** – cooked and/or fresh ingredients on a skewer.