

DT Knowledge Organiser – Making a model car and cooking

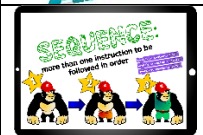
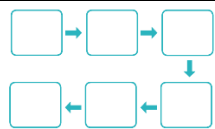


This term we will be designing and making a car that will fit over a BeeBot and race around a track after programming the robot via a computer which will be tested out by Year 2 children who will give feedback. In cooking, children will be making mini Christmas cakes for our Caring Christmas and fish pie.

Knowledge
Communicate ideas through detailed labelled drawings.
Develop a design process – thinking about what needs to be done and what is a logical order for the process.
Select appropriate tools, materials, components and techniques with increasing independence.
Assemble components to create a working model.
Use tools safely and accurately.
Make modifications as they go.
Evaluate the products, identifying strengths and areas for development – carrying out appropriate tests.
Evaluate against original criteria and suggest ways product could be improved.

Fish pie	Mini Christmas cake
Combining claw and bridge techniques	Beat together butter and sugar
Shelling and slicing hard boiled eggs	Fold flour into a creamed mixture
Grating hard and soft food	Use digital scales
Mash potatoes	Scraping out a bowl with a spatula
Peeling	Divide mixture into tins
Fine chopping of herbs	Garnishing and decorating
Mix ingredients together	



Key vocabulary		
Predicting	A statement that is made about what they think is going to happen.	
Analysing	Study something carefully in a methodical way.	
Algorithmic thinking	The ability to define clear steps to solve a problem.	
Decomposition	To break down into simpler parts or steps.	
Debugging	Finding and removing errors from a code.	
Flow chart	Diagram showing a sequence of operations in the order that they are carried out.	
Computer control	The ability for a machine to take information (input) and do something (output)	