

Owl DT Knowledge Organiser Term 4

Biscuits and Cakes



Key Objectives

- To design a biscuit and a cake to a given budget.
- To consider biscuits and cakes we have tasted and the successes of the prototypes we have made.
- To make decisions independently to finalise the recipe.
- To think ahead about the order of my work and decide upon tools and materials I will use.
- To select from a range of tools for cutting, shaping, joining and finishing and use these with accuracy.
- To follow instructions/recipes.
- To adapt a recipe and explain why I have made the adaptations I have chosen.

Key Vocabulary

Texture	The feel or look of something.
Ingredients	The parts of a mixture that will make something when combined.
Recipe	A list of ingredients and instructions for making a food dish.
Bake	To cook food using dry heat.
Creaming	The process of beating butter and sugar together until light and fluffy.
Knead	To mix dough by hand to make it smooth and elastic.
Batter	A mixture of dry and liquid ingredients. Much thinner consistency than dough.
Beat	To rapidly mix to combine ingredients and incorporate air into a mixture.
Blend	To mix two ingredients together until they are merged.

Sticky Knowledge

- How to work safely and hygienically
- How to measure and weigh food items
 - How to follow a recipe
- How to select ingredients according to their properties
 - How to select a range of tools with accuracy
- How to select the techniques used i.e. grating, chopping and peeling
 - How to evaluate a product against the design criteria