



Year 2 Project Overview:

The children work in groups to complete a range of cross-curricular tasks in order to grow their own ingredients, develop their own food flag pizza products, set up a pizzeria business and practise using money in a real life context.

Stage 1: What do all living things need?

- Science lesson on the needs of living things

- Choose a business name and design a logo for a pizzeria that uses all British ingredients

Stage 2: Can we grow our own pizza ingredients?

- Science lesson on plants' needs and where pizza ingredients come from

- Grow pizza ingredients from seeds

- The great ingredient race: observe ingredients growing to answer the question: which ingredient grows the fastest?

Stage 3: Conducting market research

- Maths lesson on drawing tally charts to collect market research data

- Maths lesson on drawing pictograms to show results

Stage 4: Designing a healthy recipe

- Lesson on healthy eating and balanced diets

- Design a pizza and write a shopping list of all the ingredients involved

- Add up the cost of chosen pizza ingredients by adding two numbers at a time

Stage 5: Making a healthy pizza

- Lessons on making dough and cutting ingredients

- Estimate and accurately weigh ingredients

- Make food flag pizzas

- Maths lesson on fractions

- Evaluate final product against design

Stage 6: Advertising a pizzeria

- Lesson on persuasive writing

- Design adverts for pizzeria and decide on selling prices

- Design and make eco-friendly packaging for the pizzeria's takeaway service

Stage 7: Selling healthy pizzas

- Open restaurants and practise paying each other with play money

- Practise giving change

- Investigate combinations of coin that can be used to pay for pizzas