



Year 3 Project Overview:

Children work in groups to set up a farm shop business and design, make and market a new lunchtime food product.

Stage 1: Becoming a plant expert 1

- Design a brand
- Discuss where food comes from
- Science lesson on parts of a plant

Stage 2: Growing ingredients from seeds

- Maths opportunities when measuring water and measuring plant height

Stage 3: Conducting market research

- Maths lesson on survey design and drawing pictograms

Stage 4: Designing a healthy recipe

- Lesson on healthy eating & nutritional requirements of target market
- Design healthy recipes to appeal to target market

Stage 5: Becoming a plant expert 2

- Science lesson on fair testing
- Conduct investigations on the functions of the different parts of a plant

Stage 6: Becoming a plant expert 3

- Science lesson to introduce reproduction in flowering plants

Stage 7: Making a non- food product

- Investigate how water is transported in plants
- Dye carnations
 - Press flowers to use for non-food product

Stage 8: Making a food product

- Food technology lesson on food preparation
- Maths opportunities: reading scales, estimating, measuring accurately, scaling up recipes, basic fractions

Stage 9: Marketing a food product

- Discuss responsible packaging
- Design packaging
- Design & write advertisements
- Perform advertisements

Stage 10: Calculating with money

- Use dyed, pressed carnations and plant poetry from Stage 2 to make non-food products to sell in the farm shop
- Maths lessons on applying calculation methods to calculating with money
- Set up shops and practise selling their two products and giving change using role play coins