

## Merton Bank Primary School – Growth and Wellbeing Week 2021

### Day 4 The Great Merton Bank Bake Off – Session 3



<i>Session</i>	<i>Context</i>	<i>Tasks to complete</i>	<i>You will need:</i>
Session 4  <i>Recipe Writing</i>	<p>After you've enjoyed your tasty treats, reflect on your recipe. What was your favourite part of baking? What could you add or change? What was tricky?</p> <p>Create your recipe for our Merton Bank recipe book. Make sure you include your ingredients and what you did. Maybe include any handy hints or tips for the next family to share.</p>	<p>Reflect on your baking</p> <p>Create your recipe for our school recipe book</p>	<p>Paper Pens</p>

## Examples of recipe templates

Ingredients:

_____	_____
_____	_____
_____	_____
_____	_____

Directions:

_____
_____
_____
_____
_____
_____
_____

From the Kitchen Of:

Recipe for	
Ingredients	Equipment
	Description
Instructions	

## Other ideas for some baking fun:

### Playdough

If you have any playdough at home, create your own playdough bakery. Roll, cut, chop and mould your own playdough creations. You could also make your own playdough at home using this recipe.



### You will need

- 8 tbsp plain flour
- 2 tbsp table salt
- 60ml warm water
- food colouring
- 1 tbsp vegetable oil

### Method

1. Mix the flour and salt in a large bowl. In a separate bowl mix together the water, a few drops of food colouring and the oil.
2. Pour the coloured water into the flour mix and bring together with a spoon.
3. Dust a work surface with a little flour and turn out the dough. Knead together for a few minutes to form a smooth dough. If you want a more intense colour you can work in a few extra drops of food colouring.

### Apron Design-

Design your own apron. What would you include? Use pens and paper to sketch and create your own apron design.



### Time Lapse Video

Follow another recipe and create a time lapse video whilst your treats bake in the oven. You can do this on a tablet or iPad. Watch it back and discuss the changes you notice.

