

Open Awards Qualification Unit



1 Unit Details

Unit Title:	The Science of Making Things – Animal and Plant Products
Unit Reference Number:	H/650/3655
Level:	Entry Level 2
Credit Value:	6
Minimum GLH:	50

2 Learning Outcomes and Criteria

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Know common household objects made from animal and plant products	1.1 Name common household products that are made from: <ul style="list-style-type: none">Plants and treesFlowers, seeds and grainsAnimal products
2. Know about the processes involved in converting raw materials from animals and plants into useful products and materials	2.1 State the processes involved in converting the raw materials from animals and plants into useful products and ingredients
3. Know about the ways that animal and plant materials are made into useful products and ingredients	3.1 Identify the ways that: <ul style="list-style-type: none">Plants and treesFlowers, seeds and grainsAnimal products can be made into useful products and ingredients
4. Be able to take part in projects to make household products and ingredients from animals and plants	4.1 Take an active part in decisions about household products and ingredients to make
	4.2 Reach agreement with others about household products and ingredients to make
	4.3 Work effectively with others to gather raw materials required

4.4 Contribute to the processing of raw materials from animals and plants into useful products and materials

4.5 Work safely with others to make useful household products and ingredients from raw materials from animals and plants

Learning Outcome 1 - Indicative Content

Plants and Trees: items and products made from timber, reed and thatch, including: timber used in construction, furniture, homewares, dyes and colourings, flavourings, medicines, herbal remedies

Flowers, seeds and grains: items and products made from flowers, seeds and grains including: human and animal foodstuffs, dyes and colourings, soft furnishings, medicines and herbal remedies, fabrics and textiles

Animal Products: items and products made from animal bones and skin, including furniture, homewares, lathes and textiles, human foodstuffs, animal feed products

Minerals and Ores: products and items made from metals and metal alloys, clay, rock, stone including: china wear, clay, bricks, steels used in construction, blades, knives and cutlery, furniture and homewares, kitchen appliances, vehicles and transport

Learning Outcome 2 - Indicative Content

Processes: cleaning, compressing, cooling, drying, extraction, grinding, heating, maturing, milling, mining, moulding, pounding, smelting, spinning, stripping, weaving, whittling