



YEAR 10 FOOD TECHNOLOGY UNIT SNAPSHOT

Murder Mystery Dinner Experience

A practical, creative unit where students design, plan, produce and evaluate a complete themed dining experience.

Students are cooking for a process, not just cooking because it is practical day.

Students Create • Mystery theme and story • Creative themed menu • Decorations, music, and atmosphere • Final dinner event	Skills Developed • Design thinking • Food safety and preparation • Teamwork and time management • Customer service	Portfolio Evidence • Individual design folio • Recipe sheets and planning notes • Photos of trials and décor • Guest feedback and evaluation	Assessment • Project folio: individual • Practical performance: group • Individual contribution • Reflection and improvements
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LEARNING JOURNEY

1. Hook	2. Story	3. Plan	4. Atmosphere	5. Practise	6. Host
Themed dining, mystery concepts, and audience needs	Characters, clues, theme, and menu links	Roles, timelines, recipes, and resources	Decorations, music, table setting, and service	Entrée, main and dessert trials	Dinner event, guest feedback, and evaluation

Why this unit works

- Students see food as design, not just a recipe.
- Classroom learning becomes authentic hospitality practice.
- Creativity, collaboration, and evaluation are visible in the final product.

My Year 10 Food Technology students are bringing their Mystery Dinner Experience to life. This unit is all about designing, planning, producing, and evaluating a real themed dining experience. Students are learning that great food starts with creativity, purpose, and a clear process.

Practical Food Teacher • Teaching • Cooking • Confidence

Big Idea: We are cooking for a process, not just because it is practical day.

WEEKS 1-4: INVESTIGATE, CREATE AND PLAN

Week	Focus	Lesson Snapshot	Activities	Evidence
1	Launch the Mystery Dinner Experience	Students explore themed dining, analyse food event examples, and begin identifying target audiences.	Mystery hook activity • Food experiences and audience discussion • Group formation and theme brainstorm	Unit overview notes, audience research, and theme brainstorm
2	Develop Story and Menu Direction	Students refine their event concept, build a simple storyline and link food choices to theme and audience.	Comic strip mystery story planning • What makes a mystery menu? • Draft starter, main and dessert ideas	Theme explanation, initial storyline, and draft menu ideas
3	Final Menu, Recipe Design and Roles	Students select realistic dishes, create themed names, and organise responsibilities for event planning.	Mystery menu name challenge • Final menu and recipe design sheets • Group role allocation and event timeline	Final menu, recipes, role sheet, and timeline
4	Atmosphere, Decor and Guest Experience	Students investigate how colour, props, lighting, music, and table settings create atmosphere.	Decoration mood board • Design event decorations • Create table, wall, and prop ideas	Mood board, decoration sketches, and décor photos

WEEKS 5-9: PRODUCE, HOST AND EVALUATE

Week	Focus	Lesson Snapshot	Activities	Evidence
5	Portfolio Catch-Up and Entrée Practice	Students combine planning evidence and complete the first practical food trial.	Catch up on menu, recipe, and décor tasks • Assign practical kitchen roles • Entrée preparation and themed presentation	Updated portfolio, entrée photo, and reflection
6	Soundtrack and Main Dish Practice	Students design music to support atmosphere and practise a main dish linked to their theme.	Create a 12-song mystery dinner playlist • Justify song choices • Main dish practical and presentation	Playlist, main dish photo, recipe sheet, and reflection
7	Guest Feedback, Dessert, and Service Skills	Students design customer feedback, trial dessert and practise professional hospitality service.	Guest feedback form design • Dessert practical • Good service/bad service role plays	Guest survey, dessert photo, and service role play evidence
8	Hosting Week: Final Prep and Event	Students finalise menus, decorations, food preparation, and service areas before hosting the event.	Finalise menus, décor, and portfolio evidence • Prepare entrée and dessert items • Dinner preparation and event hosting	Event photos, service evidence, and guest feedback
9	Reflection and Portfolio Submission	Students evaluate the event using evidence and complete the final Mystery Dinner portfolio.	Analyse strengths, challenges, and feedback • Write evaluation using evidence • Final portfolio completion and showcase	Final evaluation, teamwork reflection, and portfolio

Students learn

- Design thinking
- Food safety
- Teamwork
- Evaluation

Real-world links

- Hospitality service
- Event planning
- Customer feedback
- Time management

Facebook caption

- A 9-week unit where students investigate, design, plan, produce, host and evaluate a themed dining experience.