



# Ferndale Primary and Nursery School

## DT: Year 6

Projects	Design: develop, plan and communicate ideas	Make: working with tools, equipment, materials and components to make quality products.	Evaluate: processes and products	Technical knowledge: materials and structures	Technical knowledge: mechanisms	Technical knowledge : textiles	Technical knowledge: electrical systems	Technical knowledge: food and nutrition
Celebrating cultural food T1 Circuits and switches T4 Structures T6	Design with the user in mind, collecting and using a variety of sources of research and identifying features that will suit the demands and needs.  Describe and design by producing logical,	Can select from a wider range of tools and materials, giving reasons for their choices and beginning to evaluate their efficiency. Can use a wider range of tools and equipment safely and accurately to perform tasks with accuracy and make modifications when needed,	Evaluate their work against the original their own design criteria and specification, through testing during and at the end of the project. Consider views of others to improve their work.  Explain how different materials and processes would improve the product.  Disassemble and evaluate existing products, giving reasons	Select and join materials carefully considering aesthetics and produce use (including drilling, screwing, nailing, filing and sanding). Use a saw with adult supervision. Use reinforcement to strengthen 3d structures.	Grow in confidence when trying new ideas. Refine product after testing. Use gears, pulleys and cams.	Give reasons for selected textiles. Use joining techniques to make a product stronger.  Use techniques such as back stitch for joining and running	Create a circuit within a product, incorporating other components. Evaluate how adding a circuit can improve the product. Program a computer to monitor and control the product.	Understand where food is grown and be able to talk about seasonality. Design products that are balanced and healthy for us. Give reasons why our dishes are healthy and create a varied diet.  Select ingredients, prepare and cook dishes (predominantly savoury), that are



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	<p>realistic plans. Create a range of ideas using cross-sectional planning, exploded diagrams and annotated sketches. Model and refine ideas by making prototypes. Use computer aided designs.</p>	<p>Select materials according to their properties and aesthetic qualities.</p>	<p>for how well they fit the purpose. Make links to materials, sustainability and cost.</p> <p>Evaluate key events and individuals that have helped shape the world of Design and Technology.</p>			<p>stitch for decoration.</p>		<p>attractive, fit for purpose and interesting. Adapt recipes to change appearance, texture or aroma.</p> <p>Use some of the skills of peeling, chopping, slicing, grating, spreading, kneading and baking.</p>
<p>Language Enrichment</p>	<p>First Hand Experiences</p>		<p>Purpose / Life Skills</p>		<p>Previous Knowledge</p>			
<p>Researching products and talking about features that are successful and purposeful</p> <p>Discussing suggestions for changes to products and justifying.</p>	<p>Survival day – cultural food</p> <p>Coleshill – Anderson shelter materials</p> <p>Safely using tools and equipment</p>		<p>Research and evaluate products.</p> <p>Research the impact of a designer.</p> <p>Design and make flatbread, cooking over a fire. Evaluate and give reasons for changes.</p> <p>Working collaboratively to create a product with an electrical circuit. Reflect on evolution processes to design a futuristic creature.</p>		<p>Research from 1 or 2 sources</p> <p>Refine ideas when planning, use cross-sectional and annotated drawings</p> <p>Select materials according to properties</p> <p>Suggest how changes could improve the product</p> <p>Celebrating cultural food Y5</p> <p>Prepare and cook Tudor food.</p> <p>Circuits and switches Y4</p> <p>Create a circuit incorporated in a product.</p>			



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<p>Exploring materials and skills, talking about successes and making final decisions.</p> <p>Purpose, design, describe, label, model, diagram, prototypes, computer aided design, views,</p> <p>Research cross-section, annotated, refine, accuracy, design criteria, design specification, disassemble, sustainability, select, join, aesthetics, reinforcement, strengthen, refine, testing, textiles, joining techniques, circuit, seasonality balanced, healthy, prepare, cook,</p>		<p>Create and design a structural frame. Adapt and improve a structural frame</p>	<p>Structures Y5 Select and join materials considering intention. Begin to reinforce and strengthen structures</p>
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ingredients, recipe.  
texture, aroma