

Key Learning in Design and Technology: Year 5

Design				Make				Evaluate			
<ul style="list-style-type: none"> Use pictures and words to convey what they want to design/make. Propose more than one idea for their product. Use kits/reclaimed materials to develop more than one idea. Model ideas with kits, reclaimed materials. Select appropriate technique explaining: First... Next... Last... Explore ideas by rearranging materials. Select pictures to help develop ideas. Use drawings to record ideas as they are developed. Add notes to drawings to help explanations. Describe their models and drawings of ideas and intentions. 				<ul style="list-style-type: none"> Discuss their work as it progresses. Select materials from a limited range that will meet the design criteria. Select and name the tools needed to work the materials. Explain what they are making. Explain which materials they are using and why. Name the tools they are using. Describe what they need to do next. 				<ul style="list-style-type: none"> Explore existing products and investigate how they have been made. Decide how existing products do/do not achieve their purpose. Talk about their design as they develop and identify good and bad points. Note changes made during the making process as annotation to plans/drawings. Say what they like and do not like about items they have made and attempt to say why. Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user. 			
Autumn				Spring				Summer			
Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms	Food	Textiles	Structures	Mechanisms
				Topic: Amazon Adventure End Product: Pencil Cases with Amazon animal/rainforest design, using applique or stuffing to create a relief pattern Objective and skills: <ul style="list-style-type: none"> Use the correct vocabulary appropriate to the project. Create 3D products using patterns pieces and seam allowance. Understand pattern layout. Decorate textiles appropriately (often before joining components). Pin and tack fabric pieces together. Join fabrics using over sewing, back stitch, blanket stitch or machine stitching (closer supervision). Combine fabrics to create more useful properties. Make quality products. 				Topic: Faster, Higher, Stronger End Product: Mechanical systems – cam toys with an Ancient Greek theme Objective and skills: <ul style="list-style-type: none"> Develop a technical vocabulary appropriate to the project. Use mechanical systems such as cams, pulleys and gears. 			
				Resources: Felt, in different colours, Needles and thread, Stuffing material, Zips, buttons, press studs				Resources: Boxes, wood of various sizes, hacksaws, table hooks, cams and wooden wheels, PVA glue and glue guns			