

Key Learning in Design and Technology: Year 6

Design	Make	Evaluate										
<p>Design</p> <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. 	<p>Make</p> <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. 	<p>Evaluate</p> <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	
<p>Topic: Survival</p> <p>End Product: Bird house</p> <p>Objective and skills:</p> <ul style="list-style-type: none"> Use the correct terminology for tools materials and processes. Use bradawl to mark hole positions. Use hand drill to drill tight and loose fit holes. Cut strip wood, dowel, square section wood accurately to 1mm. Join materials using appropriate methods. Build frameworks to support mechanisms. Stiffen and reinforce complex structures. <p>Resources:</p> Card, tape, wood of various sizes, hacksaws, table hooks, PVA glue and glue guns								<p>Topic: Oh! I do like to be beside the sea side</p> <p>End Product: Mechanical systems – Fairground rides</p> <p>Objective and skills:</p> <ul style="list-style-type: none"> Develop a technical vocabulary appropriate to the project. Use mechanical systems such as cams, pulleys and gears. Use electrical systems such as motors. Program, monitor and control using ICT. <p>Resources:</p> Boxes, wood of various sizes, hacksaws, table hooks, cams and wooden wheels, PVA glue and glue guns				