

Our School Values- DT	
Love	We show love by learning and exploring different materials, mechanisms, designers and architects.
Courage	We show courage by sharing and talking about our designs.
Unity	We show unity by helping each other and sharing techniques.
Inspiration	We show inspiration by expressing ourselves and being proud of what we have achieved.



Year 6  
DT: Enterprise  
Autumn 2



### NC Objective

Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose.

Generate, develop, and communicate their ideas through discussion, annotated sketches, and prototypes.

Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

### Knowledge I already know

Year 4- Cooking  
I can design a biscuit to a given budget  
Year 5- Cooking  
I can design appealing packaging that reflects my recipe

### Knowledge I will learn

I know that enterprise is a project where people work together to create a business that sells a product or service.

I know how to create a logo which is appealing.

I know the importance of carrying out market research and how to use this to develop a product or service.

I know how to budget.

I know how to advertise a product or service and understand that there are costs involved in producing these.

I know how to attract customers and understand how they will interact with a stall/shop or space.

I can calculate profit and loss.

### Key Vocabulary

Word	Definition
Enterprise	A project where a group of people work together to create a business that sells things.
Product	something people make or sell to help others or solve a problem.
Logo	a simple picture or symbol that represents something, like a company, a school, or a sports team.
Budget	a plan for how you use a given amount of money.
Market research	a survey where companies or a group ask people what they like or need.
Advert	a short message or picture that tells people about something you can buy, watch, or use. It's a way for com-
Product	something that people make or create to help others, solve problems, or make life easier or more fun.
Service	something that someone does to help you or make things easier for you.
Profit	the extra money you have left after you sell something and pay for all the costs to make or buy it.
Loss	in terms of money, means that you spent more money than you earned or received.
Expenditure	Spending money
Customer	someone who buys a product or service from a store or company.

L.I. I understand what enterprise was.	L.I. I can design a logo	L.I. I can carry out market research.	L.I. I can create advertisements to advertise a product.	L.I. I can design a stall and think about how to attract customers.
Introduction to enterprise.	Create team name and logo.	Carry out market research and adapt plan to suit needs of potential customers. Create a business plan and budget.	Create advertisement and plan carefully where to place these to attract customers. Plan how to budget.	Design and create a stall thinking about how customers will interact with the space.