



Year 6

National Curriculum Aims and Objectives

Design:

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make:

- select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate:

- Investigate and analyse a range of existing products
- evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • understand how key events and individuals in design and technology have helped shape the world

Cooking and Nutrition:

- Understand and apply the principles of a healthy and varied diet
- prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques • understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed

Technical knowledge:

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures
- understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]
- understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]
- apply their understanding of computing to program, monitor and control their products

Autumn	Spring	Summer
<p>Construction / Technical Knowledge</p> <p>Use bradawl to mark hole positions. Build frameworks using a range of materials (eg wood, card and corrugated plastic to support mechanisms). Choose materials based on their functional purposes and aesthetic qualities. Apply their understanding on how to strengthen and stiffen more complex structures. Understand and use mechanical systems (gears, pulleys, cams, leverages and linkages).</p>	<p>Food</p> <p>Know the properties of ingredients and sensory characteristics. Understand how to feed now and in the future. Taste a range of ingredients and food items to develop a sensory food vocabulary for use when designing. Weigh and measure using scales. Cut and shape ingredients (eg grating) Join and combine foods (beating or rubbing in)</p>	<p>Textiles/Sheet Materials</p> <p>Create 3D products using pieces and seam allowance. Pin and tack fabric pieces together. Join fabrics using back stitch, blanket stitch or machine stitching. Make quality products. Sheet Materials Use craft knife ,cutting mat and safety ruler under one to one supervision.</p>

