



Meriden C of E Primary School - National Curriculum For Design Technology Year 5

Autumn term.	Spring term.	Summer term	Year 5	
Design	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, Generate, develop, model and communicate their ideas through cross-sectional and exploded diagrams,</p> <ul style="list-style-type: none"> Investigate products/images to collect ideas Sketch and model alternative ideas Record ideas using annotated diagrams Use models, kits and drawings to help formulate design ideas Use found information to inform decisions 		Make	<p>Select from and use a wider range of tools and equipment to perform practical tasks Select from and use a wider range of materials and components, including construction materials and textiles according to their functional properties</p> <p>TEXTILES</p> <ul style="list-style-type: none"> Create 3D products using pattern pieces and seam allowance Decorate textiles appropriately often before joining components Join fabrics using over sewing, back stitch, blanket stitch Combine fabrics to create more useful properties
Technical Knowledge	<p>Understand and use and apply electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors]</p> <p>SHEET MATERIAL</p> <ul style="list-style-type: none"> Cut accurately and safely to a marked line Join and combing materials with temporary, fixed or moving joints Choose an appropriate sheet material for the purpose <p>CONSTRUCTION</p> <ul style="list-style-type: none"> Use bradawl to mark hole positions Use hand drill to drill tight and loose fit holes Join materials using appropriate methods Cut strip wood, dowel, square section wood accurately. Explore the effect of different shaped cams, choosing the right shape for the desired effect. Build frameworks using a range of materials e.g. wood, card corrugated plastic too Incorporate motor and a switch into a model Use glue gun with close supervision 		Food	<p>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,</p> <p>Prepare food products taking into account properties of ingredients and sensory characteristics</p> <ul style="list-style-type: none"> Weigh and measure using scales Cut and shape ingredients using appropriate tools and equipment e.g. grating Decorate appropriately Work safely and hygienically
Evaluate	<p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work Understand how key events in design and technology have helped shape the world</p> <p>Use the design criteria to inform their decisions about ways to proceed</p> <ul style="list-style-type: none"> Identify what does and does not work in the product. Make suggestions as how their design could be improved <p>Record final products and evaluations on seesaw in line with the policy.</p>			