



Autumn term	Spring term	Summer term	Year 6	
Design	<p><i>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</i></p> <p><i>Generate, develop, model and communicate their ideas through, prototypes, pattern pieces and computer-aided design.</i></p> <ul style="list-style-type: none"> • Develop one idea in depth • Plan the sequence of work using a storyboard • Combine modelling and drawing to refine ideas • Make prototypes • Use a computer to model ideas • Draw plans which can be read/ followed by someone else • Give a report using correct technical vocabulary 		Make	<p><i>Select from and use a wider range of tools and equipment to perform practical tasks</i></p> <p><i>Select from and use a wider range of materials and components, including construction materials and textiles according to their functional properties and aesthetic qualities</i></p> <p>TEXTILES</p> <ul style="list-style-type: none"> • Understand pattern layout • Pin and tack fabric pieces together • Join fabrics using machine stitching (closer supervision) • Make quality products
Technical Knowledge	<p><i>Apply their understanding of computing to program, monitor and control their products.</i></p> <p>SHEET MATERIAL</p> <ul style="list-style-type: none"> • Use craft knife, cutting mat and safety ruler under one to one supervision if appropriate <p>CONSTRUCTION</p> <ul style="list-style-type: none"> • Cut strip wood, dowel, square section wood accurately to 1mm • Control a model using an ICT control programme • Use glue gun with close supervision 		Food	<p><i>Use a range of cooking techniques</i></p> <p><i>Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</i></p> <ul style="list-style-type: none"> • Select and prepare foods for a particular purpose • Taste a range of ingredients, food items to develop a sensory food vocabulary for use when designing. • Join and combine food ingredients e.g. beating, rubbing in • Decorate appropriately • Work safely and hygienically
Evaluate	<p><i>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</i></p> <p><i>Understand how key events and individuals in design and technology have helped shape the world</i></p> <ul style="list-style-type: none"> • Justify their decisions about materials and methods of construction • Reflect on their work using design criteria stating how well the design fits the needs of the user • Make suggestions as how their design could be improved <p>Record final products and evaluations on seesaw in line with the policy.</p>			