



DESIGN TECHNOLOGY PROGRESSION IN SKILLS AND KNOWLEDGE
YEAR 6 STATUTORY REQUIREMENTS



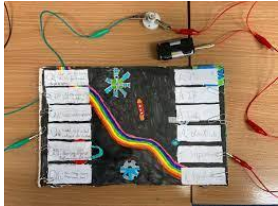

AUTUMN	SPRING	SUMMER
<p>AUTUMN 2: ELECTRICAL BOARD GAME</p> <p>DESIGN: <i>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups</i></p> <p><i>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</i></p> <ul style="list-style-type: none">-Come up with a range of ideas after collecting information from different sources-Produce a detailed, step-by-step plan-Explain how a product will appeal to a specific audience <p>MAKE: <i>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 wide range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities</i></p> <ul style="list-style-type: none">-Use a range of tools and equipment competently-Make a prototype before making a final version <p>EVALUATE: <i>Investigate and analyse a range of existing products</i></p> <ul style="list-style-type: none">-Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work-Suggest alternative plans; outlining the positive features and draw backs-Evaluate appearance and function against original criteria		<p>SUMMER 2</p> <p>FOOD TECHNOLOGY: <i>understand and apply the principles of a healthy and varied diet</i></p> <p><i>prepare and cook a variety of predominantly savoury dishes using 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> <p>STIR FRY</p> <ul style="list-style-type: none">-Describe how food ingredients come together-Weigh out ingredients and follow a given recipe to create a dish-Talk about which food is healthy and which food is not-Be both hygienic and safe in the kitchen-Know how to prepare a meal by collecting the ingredients in the first place-Know which season various foods are available for harvesting-Explain how food ingredients should be stored and give reasons-Work within a budget to create a meal-Understand the difference between a savoury and sweet dish- Write a step-by-step recipe, including a list of ingredients, equipment and utensils.- To make, decorate and present the food product appropriately for the intended user and purpose. <p>Other specific skills: Crush, slice and shred, stir fry, stir, simmer and boil, drain.</p>



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KNOWLEDGE TO BE LEARNED BY THE END OF EACH UNIT (WHAT DO WE WANT THE CHILDREN TO KNOW AND REMEMBER?)

AUTUMN	SPRING	SUMMER
<p>AUTUMN 2: <u>ELECTRICAL BOARD GAME</u></p>  <p><u>DESIGNING</u></p> <ul style="list-style-type: none"> • In order to make a functioning, electrical product, there will be a cost for components and children must take this into account when designing. • Generating and developing innovative ideas for products is vital (this will make people want a product). • Electrical circuits/circuit can be represented through diagrams pictorially and also through use of the correct symbols for battery, bulb, motor, switch, wire etc within a circuit diagram. <p><u>MAKING</u></p> <ul style="list-style-type: none"> • Electrical components need to be secure to produce a reliable, functional board game. • Functional means that it works as it should. <p><u>EVALUATING</u></p> <ul style="list-style-type: none"> • Evaluation occurs throughout a project and this is especially important once the product has been made. 		<p>SUMMER 2 <u>FOOD TECHNOLOGY</u></p>  <ul style="list-style-type: none"> • Food hygiene refers to the measures and conditions necessary to control hazards and to ensure fitness for human consumption of food taking into account its intended use. • Nutrition, this is the process of providing or obtaining the food necessary for health and growth. • Healthy eating and a varied diet means eating foods from across all food groups to keep your body healthy. • Nutritional values refers to the measure of a well-balanced ratio of the essential nutrients (carbohydrates, fat, protein, minerals and vitamins) in an item of food. <p><u>DESIGNING</u></p> <ul style="list-style-type: none"> • The generation of innovative ideas, through research and discussion with peers and adults, will develop a design brief and criteria for a design specification.



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- An evaluation determines the significance, worth or condition of the product made. Children to evaluate against their design brief (what they were tasked with creating at the start of the project).
- Famous inventors who developed ground-breaking electrical systems and components (link to science unit) include Nikola Tesla and Thomas Edison

TECHNICAL KNOWLEDGE AND UNDERSTANDING

- Technical vocabulary relevant to the project includes:
 - Design
 - Specification (a detailed plan for this product)
 - Component (a part of the product such as the bulb, wire, battery, motor, switch)
 - Modify (to make both significant or small changes to a product in order to improve it)

- Exploration of initial ideas is needed to develop a final product linked to user and purpose.

EVALUATING

- To evaluate is to determine the significance, worth, or condition of the food.
- Key chefs, such as Jamie Oliver, have influenced eating habits to promote varied and healthy diets. This was evidenced by the changes that he made to school dinners.

TECHNICAL KNOWLEDGE AND UNDERSTANDING

- Seasonality in relation to food products refers to the times of the year when a given food type is at its peak (best) either in terms of harvest or its flavour.
- A food source means a living plant, animal, bird or fish from which food is intended to be derived (harvesting, milking, slaughtering etc.).
- Utensils refers to the items needed to make/eat food.

Children working at below Age Related Expectations in DESIGN TECHNOLOGY at the end of Year 6: