Key Learning in Design and Technology: Years 5 and 6

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De	esign	and	
Te	chno	logy	/

Design	Make	Evaluate
List tools needed before starting the activity.	Make prototypes.	Research and evaluate existing products (including book and
■ Plan the sequence of work e.g. using a storyboard.	Develop one idea in depth.	web based research).
Record ideas using annotated diagrams.	 Use researched information to inform decisions. 	Consider user and purpose.
Use models, kits and drawings to help formulate design ideas.	Produce detailed lists of ingredients / components / materials	• Identify the strengths and weaknesses of their design ideas.
Combine modelling and drawing to refine ideas.	and tools.	• Give a report using correct technical vocabulary.
Devise step by step plans which can be read / followed by	Use a computer to model ideas.	Consider and explain how the finished product could be
someone else.	Select from and use a wide range of tools.	improved related to design criteria.
 Use exploded diagrams and cross-sectional diagrams to 	Cut accurately and safely to a marked line.	 Discuss how well the finished product meets the design criteria of the user. Test on the user!
communicate ideas.	Select from and use a wide range of materials.	
Sketch and model alternative ideas.	 Use appropriate finishing techniques for the project. 	• Understand how key people have influenced design.
Decide which design idea to develop.	Refine their product – review and rework/improve.	

Food	Textiles	Structures	Mechanical and Electrical Systems and ICT
 Prepare food products taking into account the properties of ingredients and sensory characteristics. Weigh and measure using scales. Select and prepare foods for a particular purpose. Work safely and hygienically. Show awareness of a healthy diet (using the eatwell plate). Use a range of cooking techniques. Know where and how ingredients are grown and processed. Consider influence of chefs e.g. Jamie Oliver and school meals, Hugh Fearnley-Whittingstall and sustainable fishing etc. 	 Use the correct vocabulary appropriate to the project. Create 3D products using patterns pieces and seam allowance. Understand pattern layout. Decorate textiles appropriately (often before joining components). Pin and tack fabric pieces together. Join fabrics using over sewing, back stitch, blanket stitch or machine stitching (closer supervision). Combine fabrics to create more useful properties. Make quality products. 	 Use the correct terminology for tools materials and processes. Use bradawl to mark hole positions. Use hand drill to drill tight and loose fit holes. Cut strip wood, dowel, square section wood accurately to 1mm. Join materials using appropriate methods. Build frameworks to support mechanisms. Stiffen and reinforce complex structures. 	 Develop a technical vocabulary appropriate to the project. Use mechanical systems such as cams, pulleys and gears. Use electrical systems such as motors. Program, monitor and control using ICT.

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