

<b>Design Technology Year 6</b>	
<b>Developing, planning and communicating ideas</b>	<ul style="list-style-type: none"> <li>• Use a range of information and research to inform their design</li> <li>• Use market research to inform plans</li> <li>• Justify their plan to someone else</li> <li>• Consider culture and society in their designs</li> <li>• Consider the use of product when selecting materials and work within constraints</li> <li>• Think about how their product could be marketed through packaging and advertising</li> <li>• Understand how key events/individuals in DT have helped shape the world</li> </ul>
<b>Working with tools, equipment, materials and components to make quality products</b>	<ul style="list-style-type: none"> <li>• Choose appropriate tools and materials to ensure that the final product will appeal to the audience</li> <li>• Use a range tools and equipment with good accuracy and effectiveness within established safety parameters</li> </ul>
<b>Evaluating processes and products</b>	<ul style="list-style-type: none"> <li>• Test and evaluate their final product effectively</li> <li>• Analyse and evaluate their final product - including fit for purpose/improvements and what different resources would enhance their product</li> <li>• Assessing their product against their own design criteria</li> </ul>
<b>Areas of Study</b>	
<b>Electrical and Mechanical components</b>	<ul style="list-style-type: none"> <li>• Use different kinds of circuits in their products to improve it</li> <li>• Incorporate a switch into their product</li> <li>• Refine their product after testing it</li> </ul>
<b>Construction</b>	<ul style="list-style-type: none"> <li>• Measure accurately to ensure precision</li> <li>• Demonstrate that their product is strong and fit for purpose</li> <li>• Refine and further improve their product</li> </ul>
<b>Textiles</b>	<ul style="list-style-type: none"> <li>• Consider the audience when choosing textiles</li> <li>• Make a prototype first</li> <li>• Use a range of joining techniques</li> <li>• Devise a template or pattern for their product</li> <li>• Explore a range of textures using textiles</li> <li>• Transfer a drawing into a textile design</li> <li>• Experiment with different ways of exploring textiles</li> <li>• Use an artist to influence their textile design</li> </ul>
<b>Cooking and Nutrition</b>	<ul style="list-style-type: none"> <li>• Understand seasonality and know where and how a variety of ingredients are grown/reared/caught and</li> </ul>

	processed
<b>Technical terms related to topic (Key vocabulary)</b>	Related Vocabulary
<b>Greater Depth:</b>	<ul style="list-style-type: none"> <li>• Design and create multiple prototypes demonstrating increasing levels of precision</li> <li>• Independently modify prototypes and design briefs to ensure effective alterations are made to products</li> </ul>
<b>Topic/Novel Link:</b>	

<b>Defined End Point</b>
<ul style="list-style-type: none"> <li>- Develop, with precision, creative, technical and practical expertise related to electrical components and textiles; making highly effective prototypes, produce testing and evaluation to construct precise products.</li> </ul>