




Corporation Road Community Primary School

Design & Technology LTP

Design & Technology: Year 6	
<p>Vision: Design and Technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. Design and Technology is split into four strands – Structures, Mechanical Systems, Textiles and Food. At Corporation Road, we would like children to draw on skills from a range of subjects such as mathematics, science, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Design and Technology education begins well before children begin their formal schooling. Children constantly explore their world through a variety of activities and it is vital for us to continue to extend this. The child's increasing understanding of the process of design and technology should match their intellectual and physical development throughout their primary education.</p>	
Domains:	Key Concepts:
Making, Using and Understanding	Tools, Materials, Health & Safety, Repair & Maintenance, Textiles, Card Making, Joining, Structures, Mechanisms, Preparing & Cooking Food, Nutrition, Origins of Food
Planning, Knowledge and Evaluation	Designing, Working from Plans, Existing Product Evaluation and Evaluation
Spring	Summer
Theme: Citizenship	Theme: Gender & Equality
Domains:	Domains:
- Making, Using and Understanding	- Making, Using and Understanding - Planning, Knowledge and Evaluation
Key Concepts:	Key Concepts:
- Tools, Preparing & Cooking Food, Nutrition and Origins of Food	- Tools, Materials, Health & Safety, Repair & Maintenance, Textiles, Card Making, Joining, Structures and Mechanisms - Designing, Working from Plans, Existing Product Evaluation and Evaluation
End Point: Citizenship For children to understand that as citizens, we can use design and technology to help work towards the betterment of the whole community. Children will learn how to take risks, become resourceful, innovative, enterprising and capable citizens. Children will know that, through design and technology, you can meet the needs, wants and values of yourself and others.	End Point: Gender & Equality For children to have an appreciation and knowledge of the different strands within design and technology therefore understanding that you can contribute using a range of subject knowledge. To understand that irrespective of gender, race, beliefs, culture or religion, you can have an appreciation of and access to design and technology. For children to have the skills and knowledge to have the option of continuing design and technology in higher education and/or through a career.
Food – Food in the Blitz	Structures – Anderson Shelter
	
Year 6	Year 6
- Use more complex tools with increasing accuracy. - Use appropriate tools and equipment, weighing and measuring with scales. - Plan how they can have a healthy/affordable diet. - Explain how ingredients were grown, reared, caught and processed.	- Use more complex tools with increasing accuracy. - Choose the best materials for a task, showing an understanding of their working characteristics. - Demonstrate how their products take into account the safety of the user. - Rejuvenate a damaged, faulty or old object. - Combine fabrics to create more useful properties and make a product of high quality, checking for snags and glitches.

- Combine materials with moving joints.
- Join materials, using the most appropriate method for the materials or purpose.
- Select the most appropriate materials and frameworks for different structures, explaining what makes them strong.
- Select the most appropriate mechanical system for a particular purpose.

- Develop detailed criteria for designs for products aimed at particular individuals or groups, sharing ideas through cross-sectional and exploded diagrams, prototypes and pattern pieces.
- Check work as it develops and modify their approach in the light of progress.
- Explain the form and function of familiar existing products.
- Demonstrate modifications made to a product, as a result of ongoing evaluation, by themselves and others.

