

Year 6 DT Autumn

Come dine with me

- Find a suitable recipe for their course.
- Record the relevant ingredients and equipment needed.
- Follow a recipe, including using the correct quantities of each ingredient.
- Write a recipe, explaining the process taken.
- Explain where certain key foods come from before they appear on the supermarket shelf.

Spring

Automata toys

- Mark, saw & cut out components & supports of their toy with a degree of accuracy to the intended measurements.
- Attempt a partial assembly of their toys using an exploded-diagram, following a teacher's demonstration.
- Develop a design idea with some descriptive notes.
- Explore different cam profiles & choose three for their follower toppers with an explanation of their choices.
- Create neat, decorated follower toppers.
- Measure and cut panels that fit with some inaccuracies to conceal the inner workings of the automata.
- Decorate & finish automata to meet design brief.
- Evaluate their finished product, making descriptive and reflective points on function and form.

Summer

Waistcoats

- Consider a range of factors in their design criteria and use this to create a waistcoat design.
- Use a template to mark and cut out a design.
- Use a running stitch to join fabric to make a functional waistcoat.
- Attach a secure fastening, as well as decorative objects.
- Evaluate their final product.