

Year 6 DT Autumn

<p>Waistcoats</p> <p>Steady hand game</p>	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Explain simply what is meant by 'form' (the shape of a product) and 'function' (how a product works). • State what they like/dislike about an existing children's toy and why. • Learn about skills developed through play and apply this knowledge in a survey of one or more children's toys. • Identify the components of a steady hand game. • Design a steady hand game of their own according to their design criteria, using four different perspective drawings. • Create a secure base for their game, neat edges matches design. • Make and test a functioning circuit and assemble it within a case.
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Spring

<p>Automata toys</p>	<ul style="list-style-type: none"> • 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. 	<p>.</p>
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Summer

<p>Navigating the world</p> <p>Come dine with me</p>	<ul style="list-style-type: none"> • Incorporate key information from client's design request eg 'multifunctional' and 'compact' in their design brief. • Write program that displays an arrow to indicate cardinal compass directions with 'On start' loading screen. • Identify errors (bugs) and suggest ways to fix (debug). • Self and peer evaluate a product concept against criteria • Identify key industries that use 3D CAD model & why. • Recall & describe key tools used in Tinkercad (CAD). • Combine more than one object for a finished 3D CAD. • Complete a pitch plan that includes key information 	<ul style="list-style-type: none"> • 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.
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