



## Y6 Design Technology

### Learning Objectives

*Items in red are essential learning targets*

DT 1	Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.
DT 2	Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes. Know how to use pattern pieces and computer-aided design.
DT 3	Select from and use a wider range of tools and equipment to perform practical tasks.
DT 4	Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.
DT 5	Investigate and analyse a range of existing products.
DT 6	Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.
DT 7	Understand how key events and individuals in design and technology have helped shape the world.
DT 8	Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.
DT 9	Understand and use mechanical systems in their products (gears, linkages, pulleys, cams)
DT 10	Understand and use electrical systems in their products (electrical circuits with bulbs and switches, buzzers and motors)
DT 11	Technical Knowledge: Apply their understanding of computing to program, monitor and control their products.
DT 12	Understand and apply the principles of a healthy and varied diet.
DT 13	Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.
DT 14	Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.