

Y6 design technology overview 2019-20 Structures: Structures: textiles; Control: electrical

DT Activity	Desired Skills	Approaches to Developing Skills	Desired Knowledge and Understanding		Curricula Materials	Assessed through (T1 T2 T3) Exploring Responding		
						Designing (Creating E	valuating
Responding Exploring	 Discuss observed pieces Follow guidance from tutor (techniques, top-tips) Experiment with own designs, compositions and constructions Communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology Know about great artists, craft makers, designers, architects, engineers Explore sketch books of professional designers. Make comparisons between genres Understand historical and cultural development of design technology 	 Class/group tuition with technical guidance Class/group tuition with reference to historical information, images 	 Understanding history/origins of artists, craft makers, designers, architects, engineers Understanding history of art forms and purpose Understanding how design technology reflects a community/ culture Understand it keeps their traditions alive Understand how design technology in cultures/ communities is used (functional, spiritual, worship, rites of passage, wellbeing) 	 Class teacher led presentations with children note-taking Group research on history/ origins etc and masterpieces from masters in their fields 	 <u>Unit 6a Structures</u> (link to Parliament Week?) Research websites for masterpieces of structures 	Most children will be able to (working at)	Some children will not yet be able to(working towards)	Some children are confidently able to (exceeding)
Designing/ Technical knowledge	 Keep sketch book (creative journal, visual diary)/record observations apply their understanding of how to strengthen, stiffen and reinforce more complex structures understand and use mechanical systems in their products [eg gears, pulleys, cams, levers and linkages] understand and use electrical systems in their products [eg series circuits incorporating switches, bulbs, buzzers and motors] apply their understanding of computing to program, monitor and control their products Plan/ explore/ experiment with designs 	 Class/group sketching activities 		 Workshops in groups / as a class Presentations to class/assemblies Class, then group/ individual opportunities to create compositions 				
Creating	 Compose own composition/construction following planned design Generate, develop, model Compose in more than medium (food, textile, paper, clay, metal, wood) Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately 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 	 Class, then group opportunities for field studies and internal compositions from still-life/ stimuli 						
Critically Observing/ Evaluating	 Investigate and analyse a range of existing products understand how key events and individuals in design and technology have helped shape the world Observe someone else's chosen design piece/ other constructions Critically evaluate own compositions/ construction against design criteria evaluate their ideas and products against their own design criteria and consider the views of others to improve their work 	 Observational opportunities to be part of each lesson 		• Chosen piece to present to class for observing with reasons why it has been chosen and a background to piece selected	 TERM3: Unit 6c Control: electrical video clips/ images of masterpieces Analyse possible designs to some depth against the design criteria, displaying an awareness of constraints and the implications of changes Produce a working model which can rotate at different speeds and may include other rotating mechanisms within the model Produced a model whose appearance and finish is of a high standard Communicate their design ideas clearly and implemented improvements RE ART DAY WHOLE SCHOOL: Worship: Music instrument 			
SMSC	 Working with others of different religious, ethnic and socioeconomic backgrounds, according to given briefs wider knowledge of Y6 DT curriculum Resolve conflicts and differing opinions should these arise Enjoyment and relaxation DT can offer Use of imagination and creativity Reflect on tasks Investigating and offering views on ethical issues in DT studied Opportunities to and willingness to explore and understand DT from a variety of cultural backgrounds 	 Research using given websites and finding own information 						