



YEAR 5 AND 6 DT PROGRESSION



<p>Designing</p> 	<ul style="list-style-type: none">• work confidently within a range of contexts, such as the home, school, leisure, culture, enterprise, industry and the wider environment• describe the purpose of their products• indicate the design features of their products that will appeal to intended users• explain how particular parts of their products work• carry out research, using surveys, interviews, questionnaires and web-based resources• identify the needs, wants, preferences and values of particular individuals and groups• share and clarify ideas through discussion• model their ideas using prototypes and pattern pieces• use annotated sketches, cross-sectional drawings and exploded diagrams to develop and communicate their ideas• use computer-aided design to develop and communicate their ideas• generate innovative ideas, drawing on research
<p>Making</p> 	<ul style="list-style-type: none">• explain their choice of materials and components according to functional properties and aesthetic qualities• produce appropriate lists of tools, equipment and materials that they need• formulate step-by-step plans as a guide to making• accurately measure, mark out, cut and shape materials and components• accurately assemble, join and combine materials and components• accurately apply a range of finishing techniques, including those from art and design• demonstrate resourcefulness when tackling practical problems
<p>Evaluating</p> 	<ul style="list-style-type: none">• critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make• identify the strengths and areas for development in their ideas and products• consider the views of others, including intended users, to improve their work• how much products cost to make• how innovative products are• how sustainable the materials in products are• what impact products have beyond their intended purpose• about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products
<p>Technical knowledge</p> 	<ul style="list-style-type: none">• how to program a computer to monitor changes in the environment and control their products• how to reinforce and strengthen a 3D framework• how mechanical systems such as cams or pulleys or gears create movement• how more complex electrical circuits and components can be used to create functional products
<p>Cooking and Nutrition</p> 	<ul style="list-style-type: none">• that different food and drink contain different substances - nutrients, water and fibre - that are needed for health• how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source• how to use a range of techniques such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking• that seasons may affect the food available• how food is processed into ingredients that can be eaten or used in cooking