

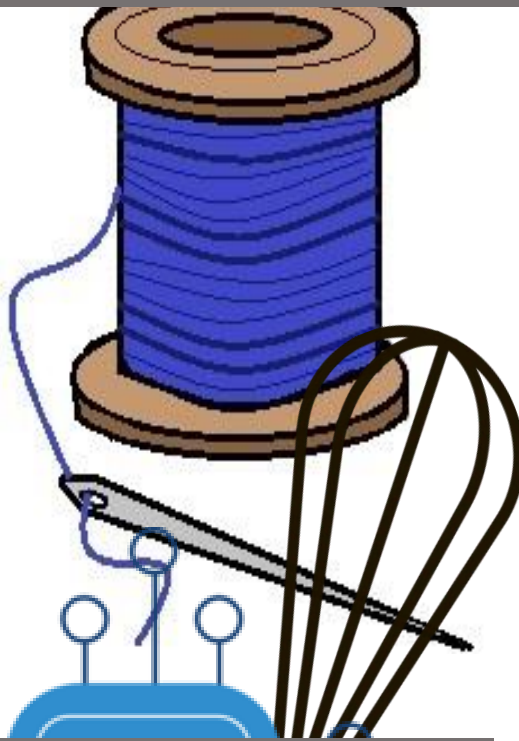
# YEAR 6 DESIGN & TECHNOLOGY

## LEARNING JOURNEY

### Electrical systems: Steady hand game

- Generate and sketch ideas
- Identify components
- Model ideas through prototypes
- What is fit for purpose?
- Construct a stable base
- Accurate cutting, folding and assembling

### SUMMER



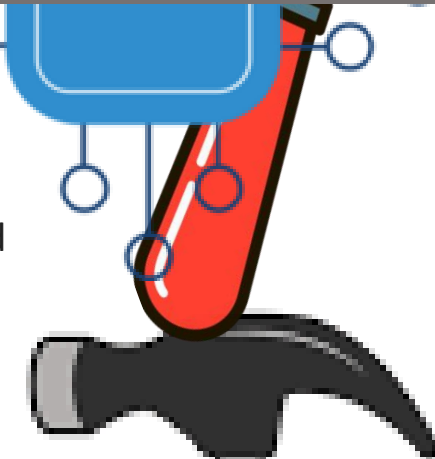
### Electrical systems: Steady hand game

- Decorating the base of a game
- Making and testing a circuit
- Evaluating games
- Analyse existing children's toys
- Batter danger
- Components in a basic series circuit
- Diagram perspectives

### Structures: Playgrounds

- Identify different types of structures used in apparatus
- consider how the structures can be used
- improve my design based on peer evaluation
- Understand that structures can be strengthened by manipulating materials and shapes

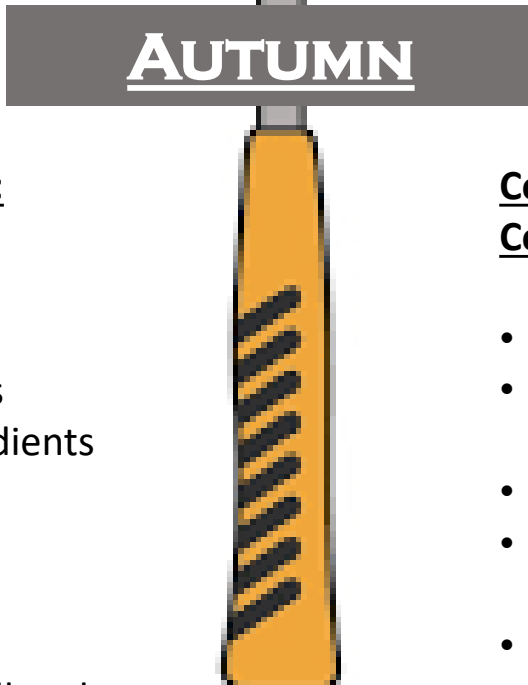
### SPRING



### Structures: Playgrounds

- Measure, mark, cut and shape materials to create a range of structures
- Test and adapt a design
- Identify what makes a successful structure
- Add decoration using a range of materials
- Consider the environment of a structure
- Attach structures to a base for reinforcement and strength

### AUTUMN



### Cooking and Nutrition: Come dine with me

- Writing a recipe
- Explaining key steps
- Methods and ingredients
- Undertake research
- Follow a recipe
- Adapt a recipe
- Work hygienically
- Evaluate taste, smell and texture

### Cooking and Nutrition: Come dine with me

- Understand flavour
- Associate recipes with countries
- Processed foods
- Importance of washing fruits and vegetables
- Farm to fork

