



Year 6

<p>Spring 1 <u>Bridges</u></p>	<p>Summer 2 <u>I'm a Year Six get me out of here!</u></p>
<ul style="list-style-type: none">When designing and making, pupils should be taught to: Designuse research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groupsgenerate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, computer-aided designMakeselect from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accuratelyselect from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualitiesEvaluateinvestigate and analyse a range of existing productsevaluate their ideas and products against their own design criteria and consider the views of others to improve their workunderstand how key events and individuals in design and technology have helped shape the worldTechnical knowledgeapply their understanding of how to strengthen, stiffen and reinforce more complex structures	<ul style="list-style-type: none">When designing and making, pupils should be taught to: Designuse research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groupsgenerate, develop, model and communicate their ideas through discussion, annotated sketches, prototypes, pattern piecesMakeselect from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accuratelyselect from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualitiesEvaluateinvestigate and analyse a range of existing productsevaluate their ideas and products against their own design criteria and consider the views of others to improve their workunderstand how key events and individuals in design and technology have helped shape the world

1. To learn about key individuals who have helped shape the world
2. To research and investigate existing structures (plan bee)
3. To develop design criteria and generate ideas through annotated sketches and exploded digrams
4. To develop ideas through computer aided-design
5. To investigate how to strengthen, stiffen and reinforce structures
6. To select from a range of tools and materials to make an a functional product
7. To evaluate my own and others work against our own design criteria

1. To research and investigate existing products
2. To learn about key individuals who have helped shape the world
3. To develop design criteria and generate ideas through annotated sketches
4. To develop ideas through prototypes and pattern pieces
5. To select materials and equipment according to their functional and aesthetic properties
6. To evaluate my own and others products against my own design criteria (use evaluation form on server)