



FENISCOWLES PRIMARY SCHOOL  
*Striving for Excellence*

## DESIGN TECHNOLOGY YEAR 6 MODULE OVERVIEWS



Y6	Context	Design	Make	Evaluate	Technical Knowledge
<b>Autumn</b>	<p><b>Textiles</b></p> <p><b>Waistcoats</b></p> <p>Using the skills they have developed over the past few years, children select fabrics, use templates, pin, decorate and stitch to create a waistcoat for a person or purpose of their choosing.</p>	<p>Designing a waistcoat in accordance to specification linked to set of design criteria to fit a specific theme</p> <p>Annotating designs</p>	<p>Using a template when pinning panels onto fabric</p> <p>Marking and cutting fabric accurately, in accordance with a design</p> <p>Sewing a strong running stitch, making small, neat stitches and following the edge</p> <p>Tying strong knots</p> <p>Decorating a waistcoat - attaching objects using thread and adding a secure fastening</p>	<p>Evaluating work continually as it is created</p>	<p>Learning different decorative stitches</p> <p>Application and outcome of the individual technique</p> <p>Sewing accurately with even regularity of stitches</p>
<b>Spring</b>	<p><b>Structures</b></p> <p><b>Playgrounds</b></p> <p>This topic draws upon pupils' skills and knowledge of structures, challenging them to design and create a model of a new playground featuring five apparatus, made from three different structures.</p>	<p>Designing a playground featuring a variety of different structures, giving careful consideration to how the structures will be used, considering effective and ineffective designs</p>	<p>Building a range of play apparatus structures drawing upon new and prior knowledge of structures</p> <p>Measuring, marking and cutting wood to create a range of structures</p>	<p>Improving a design plan based on peer evaluation</p> <p>Testing and adapting a design to improve it as it is developed</p> <p>Identifying what makes a successful structure</p>	<p>Knowing that structures can be strengthened by manipulating materials and shapes</p> <p>Identifying the shell structure in everyday life (cars, aeroplanes, tins, cans)</p> <p>Understanding man made and natural structures</p>

	Creating a footprint as the base, pupils can practice visualizing objects in plan view and also get creative with their use of natural features and cladding for their structures.		Using a range of materials to reinforce and add decoration to structures		
<b>Summer</b>	<p><b>Digital World</b></p> <p><b>Navigating the world</b></p> <p>Children program a navigational tool to produce a multifunctional device for trekkers. They combine 3D objects to form a complete product in CAD3D modelling software. The unit accumulates with a pitch to share and 'sell' the children's final product concepts and programs to the Adventure Awaits company guest panel.</p>	<p>Writing a design brief from information submitted by a client</p> <p>Developing design criteria to fulfil the client's request</p> <p>Considering and suggesting additional functions for my navigation tool</p> <p>Developing a product idea through annotated sketches</p> <p>Placing and manoeuvring 3D objects, using CAD</p> <p>Changing the properties of, or combine one or</p>	<p>Considering materials and their functional properties, especially those that are sustainable and recyclable (for example, cork and bamboo)</p> <p>Explaining material choices and why they were chosen as part of a product concept</p>	<p>Explaining how my program fits the design criteria and how it would be useful as part of a navigation tool</p> <p>Developing an awareness of sustainable design</p> <p>Identifying key industries that utilise 3D CAD modelling and explain why</p> <p>Describing how the product concept fits the client's request and how it will benefit the customers</p>	<p>Programming an N,E, S,W cardinal compass</p> <p>Explaining the key functions in my program, including any additions</p> <p>Explaining how my program fits the design criteria and how it would be useful as part of a navigation tool</p> <p>Explaining the key functions and features of my navigation tool to the client as part of a product concept pitch</p> <p>Demonstrating a functional program as part of a product concept</p>

		more 3D objects, using CAD			
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