

Design Technology Curriculum Overview - Year 6

Unit	Details
Autumn One	<p>Structures: playgrounds</p> <ul style="list-style-type: none"> ● Designing a playground featuring a variety of different structures, giving consideration to how the structures will be used. ● Considering effective and ineffective designs. ● Building a range of play apparatus drawing upon new and prior knowledge of structures. ● Measuring, marking and cutting wood to create a range of structures. ● Using a range of materials to reinforce and add decoration to structures. ● Improving a design plan based on peer evaluation. ● Testing and adapting a design to improve it as it is developed. ● Identifying what makes a successful structure.
Spring One	<p>Digital World: Navigating the world</p> <ul style="list-style-type: none"> ● To know that accelerometers can detect movement. ● To understand that sensors can be useful in products as they mean the product can function without human input. ● To know that designers write design briefs and develop design criteria to enable them to fulfil a client's request. ● To know that 'multifunctional' means an object or product has more than one function. ● To know that magnetometers are devices that measure the Earth's magnetic field to determine which direction you are facing.
Summer One	<p>Electrical circuits: A steady hand game</p> <ul style="list-style-type: none"> ● Designing a steady hand game, identifying and naming the components required. ● Drawing a design from three different perspectives. ● Generating ideas through sketching and discussion. ● Modelling ideas through prototypes. ● Understanding the purpose of products (toys), including what is meant by 'fit for purpose' and 'form over function'. ● Constructing a stable base for a game. ● Accurately cutting, folding and assembling a net. ● Decorating the base of the game to a high-quality finish. ● Making and testing a circuit. ● Incorporating a circuit into a base. ● Testing their own and others' finished games, identifying what went well and making suggestions for improvement.

Design technology is taught on a carousel with Art, which is then taught for the remainder of the year.