



Design & Technology Objectives Year 6

Y6	To master practical skills - Food	Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms).
Y6	To master practical skills - Food	Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.
Y6	To master practical skills - Food	Demonstrate a range of baking and cooking techniques.
Y6	To master practical skills - Food	Create and refine recipes, including ingredients, methods, cooking times and temperatures.
Y6	To master practical skills - Materials	Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).
Y6	To master practical skills - Materials	Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).
Y6	To master practical skills - Textiles	Create objects (such as a cushion) that employ a seam allowance.
Y6	To master practical skills - Textiles	Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).
Y6	To master practical skills - Textiles	Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion).
Y6	To master practical skills - Electricals & Electronics	Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips).
Y6	To master practical skills - Computing	Write code to control and monitor models or products.
Y6	To master practical skills - Construction	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).
Y6	To master practical skills - Mechanics	Convert rotary motion to linear using cams.
Y6	To master practical skills - Mechanics	Use innovative combinations of electronics (or computing) and mechanics in product designs.
Y6	To design, make, evaluate &	Design with the user in mind, motivated by the service a

	improve	product will offer (rather than simply for profit).
Y6	To design, make, evaluate & improve	Make products through stages of prototypes, making continual refinements.
Y6	To design, make, evaluate & improve	Ensure products have a high quality finish, using art skills where appropriate.
Y6	To design, make, evaluate & improve	Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.
Y6	To take inspiration from design throughout history	Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.
Y6	To take inspiration from design throughout history	Create innovative designs that improve upon existing products.
Y6	To take inspiration from design throughout history	Evaluate the design of products so as to suggest improvements to the user experience.