

Content and Skills in D.T

	Content	Skills	Proposed topics
Year 6	<p>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</p> <p>Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors].</p> <p>Apply their understanding of computing to program, monitor and control their products.</p> <p>Understand how key events and individuals in design and technology have helped shape the world.</p>	<ul style="list-style-type: none"> • Compare the effectiveness of products with those of other designers and make up a fair test (if appropriate). • Research, including using ICT to find other peoples' designs that are in use, to adapt for my own design. • Show that I have thought about materials and cost. • Design a range of different designs and choose the most appropriate (best). • Trial my own ideas and update them or develop them as they are being made (if appropriate). • Explain why I have made my choice. • Record my ideas using annotated diagrams. • Record my ideas using plans. • Record my ideas using writing. • Record my ideas using ICT. • Think about the time I have to make my product and make sure I use the time wisely to finish it. • Match the materials I need to the task I am doing confidently. • Measure, mark, cut and assemble (fix together) components (parts) accurately and safely. • Evaluate my product against the original design specification, and suggest how I might improve it or change it. 	Electronics

