



Upper Key Stage 2 Design and Technology

	Food	Textiles	Structures	Mechanical and Electrical Systems and ICT
Year 5	<ul style="list-style-type: none"> Know how to weigh and measure using scales. Know how to select and prepare foods for a particular purpose. Know how to work safely and hygienically. Know where and how ingredients are grown and processed. 	<ul style="list-style-type: none"> Know how to create 3-D products using patterns pieces and seam allowance. Know how to pin and tack fabric pieces together. Know how to join fabrics using over sewing, back stitch, blanket stitch. Know how to combine fabrics to create more useful properties. Know how to make quality products. 		<ul style="list-style-type: none"> Know how to use mechanical systems such as cams, pulleys and gears. Know how to use electrical systems such as motors.
Year 6	<ul style="list-style-type: none"> Know how to prepare food products taking into account the properties of ingredients and sensory characteristics. Know how to weigh and measure using scales. Know how to select and prepare foods for a particular purpose. Know how to work safely and hygienically. Know how to use a range of cooking techniques. Know and understand the influence of a chef eg. Jamie Oliver. 		<ul style="list-style-type: none"> Know how to use the correct terminology for tools, materials and processes. Know how to cut strip wood, dowel, square section wood accurately to 1mm. Know how to join materials using appropriate methods. Know how to build frameworks to support mechanisms. Know how to stiffen and reinforce complex structures. 	<ul style="list-style-type: none"> Know how to program, monitor and control using ICT.
KS2 skills				
	Design	Make		Evaluate
	<ul style="list-style-type: none"> Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. 	<ul style="list-style-type: none"> Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately. Select from and use a wider range of materials and components, including construction materials, 		<ul style="list-style-type: none"> Investigate and analyse a range of existing products. Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.



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- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.

textiles and ingredients, according to their functional properties and aesthetic qualities.

- Understand how key events and individuals in design and technology have helped shape the world.