

Design Technology in Upper Key Stage 2

Moving Mechanisms

- I can design and make a prototype for a gadget that uses pneumatics (to make life easier or more comfortable around the home).
- I can understand and use a mechanical system in my product (pneumatics).

Eat the Seasons

- I can explain what seasonality is and why these fruits and vegetables are important (nutrients and a healthy, balanced diet).
- I can use a range of techniques to cook a savoury dish (dicing, peeling, grating, boiling, steaming or sautéing).
- Design, make and evaluate a healthy soup which could form part of a healthy and varied diet.

Engineer

- I can investigate and analyse a range of existing structures (bridges), identify similarities and differences (shape, construction, materials, span and support).
- I can add additional support to strengthen my designs (using layers, shapes, concertinas and triangles for strength).
- I can create my own bridge prototype, ensuring I choose materials and equipment (their functional properties and aesthetic qualities).

Make Do and Mend

- I can investigate fabric (testing and exploring their properties and looking at their function and properties).
- I can recycle and reuse material by using different stitching techniques to make a new product (such as a bookmark, bunting or pin cushion).

Electrical Circuits

- I can use a computer programme to monitor and control my product (use of micro:bit).
- I can develop a product that uses a sensing device which could be useful for my target audience.

Food for Life

- I can compare and contrast existing food products (homemade, whole and processed foods).
- I can use my knowledge of healthy eating to design a day's menu for an 11-year-old child.
- I can taste and evaluate my own products and that of others (listening to advice from others of the products I have made).

