

	Researching and designing	Using tools	Creating	Food technology	Evaluating
<p>NAVIGATORS YEAR 5/6 BI1(A WORLD OF BRIGHT IDEAS.) MC2 (Mission Control cycle 2.) YNI2 (You're not invited cycle2.)</p>	<p>Dt35 Investigate ways of meeting design challenges with a construction focus MC2 YNI2 Dt40 Plan what they have to do, including how to use materials, equipment and processes MC2 YNI2 Dt47 Draw on and use various sources of information, including ICT sources BI1 MC2 YNI2 Dt49 Plan what they have to do, suggesting a sequence of actions and alternatives if needed BI1 MC2 YNI2</p>	<p>Dt39 Estimate and measure using appropriate instruments and units MC2 Dt51 Select from a wide range of tools and equipment to perform practical tasks accurately MC2 YNI2</p>	<p>Dt41 Communicate design ideas in different ways e.g.discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design MC2 YNI2 Dt42 Apply knowledge of mechanical and electrical control when designing and making functional products MC2 Dt48 Generate and clarify ideas for products, considering intended purpose BI1 MC2 YNI2 Dt50 Choose how to communicate design ideas as they develop, considering use YNI2 and purpose BI1 MC2</p>		<p>Dt36 Investigate how the work of individuals in design and technology has helped to shape the world MC2 Dt37 Identify users' views and take these into account MC2 Dt38 Analyse a range of existing products MC2 YNI2 Dt43 Refine sequences of instructions to control events or make things happen YNI2 Dt44 Explore alternative ways of making their product, if first attempts fail MC2 YNI2 Dt45 Check work as it develops and modify as necessary MC2 YNI2 Dt46 Evaluate their products, identifying strengths and areas for development, and make appropriate changes MC2 YNI2</p>
<p>ADVENTURERS YEAR 3 Africa1 Come fly with me Africa1</p>	<p>Dt21 Generate, develop and explain ideas for products to meet a range of needs utc1 Dt25 Communicate design ideas in different ways e.g.discussion, annotated sketches, cross-</p>	<p>Dt26 Selecting appropriate tools and techniques, name and describe them utc1 Dt27 Measure, mark, cut out and shape a range of materials and assemble, join and combine</p>	<p>Dt29 Explore ways of meeting design challenges with a textile focus Vw2 Dt31 Communicate design ideas in different ways e.g.discussion, annotated</p>	<p>Dt22 Explore ways of meeting design challenges with a food focus using a range of cooking techniques Africa1</p>	<p>Dt23 Identify a purpose and establish criteria for a successful product utc1 Vw2 Dt24 Evaluate work, adapting and improving where appropriate utc1</p>

<p>Utc1-under the canopy, tribal child toy. Vw2-Viking warrior Ragnar lothbrok hairy trousers.</p>	<p>sectional diagrams and prototypes utc1 Vw2 Dt28 Use research to inform their design utc1</p>	<p>components and materials with some accuracy utc1 Vw2 Dt34 Measure, mark, cut out and shape a range of materials and assemble, join and combine components and materials with increasing accuracy utc1 Vw2</p>	<p>sketches, cross-sectional diagrams and prototypes utc1 Dt32 Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities utc1 Vw2 Dt33 Join and combine materials and components accurately in temporary and permanent ways utc1</p>		<p>Dt30 Evaluate work, adapting and improving through the views of others to improve their work utc1</p>
<p>PATHFINDERS</p>	<p>Dt1 Explore the sensory qualities of material Dt3 Identify a target group for what they intend to design and make Dt9 Explore a range of existing products Dt11 Identify a purpose for what they intend to design and make Dt16 Communicate their ideas using a variety of methods e.g. drawing, making mock-ups, ICT</p>	<p>Dt6 Follow safe procedures Dt7 Take account of simple properties of materials when deciding how to cut, shape, combine and join them Dt8 Use tools and materials with help Dt17 Measure, mark, cut out and shape a range of materials Dt18 Use mechanisms in their products e.g. wheels, sliders Dt19 Use simple finishing techniques</p>	<p>Dt2 Explore ways to construct models Dt4 Recognise how structures can be made stronger, stiffer and more stable</p>	<p>Dt10 Discover where foods come from in choosing, preparing and tasting different dishes</p>	<p>Dt5 Generate and talk about their own ideas Dt12 Identify simple design criteria then plan what to do next, using a variety of methods Dt13 Observe and take account of properties of materials when deciding how to cut, shape, combine and join them Dt14 Identify what they could have done differently or how they could improve their work in the future Dt15 Evaluate a range of existing products Dt20 Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria</p>