

Curriculum Area: Design and Technology

Year Group: 6 (2010-2011)

An Introduction to Year 6

During Year 6 at Eridge House, the children begin to learn applied skills in woodwork. In a break from the National curriculum where Design Technology is a widely based subject involving a small amount of experience in each given area we are endeavouring to provide some more in depth skills which will not only be of great value to pupils at their senior schools but will also equip them with hands on practical skills for their future lives in an increasingly less practical world. The main drive within the department is that pupils will design, manufacture and finish work that will be of the highest quality they can achieve and be of lasting value to them and their families. Work is project based and open ended to allow pupils to work at their own pace and learn and practise many skills. They also learn and use a varied selection of tools, both hand and machine, in a safe environment with experienced guidance.

Key Stage:2

Expected Level of Attainment:

Pupils draw on and use a range of sources of information, and show that they understand the form and function of familiar products. They make models and drawings to explore and test their design thinking, discussing their ideas with users. They produce plans that outline alternative methods of progressing and develop detailed criteria for their designs and use these to explore design proposals. They work with a range of tools, materials, equipment, components and processes and show that they understand their characteristics. They check their work as it develops and modify their approach in the light of progress. They evaluate how effectively they have used information sources, using the results of their research to inform their judgements when designing and making. They evaluate their products as they are being used, and identify ways of improving them.

Autumn Term

Explorers & their expeditions

The children will be presented with a creative design challenge to brainstorm, plan, and create a fun and exciting board game based on the travels and adventures of a specific explorer based on popular board games such as monopoly.

Spring Term

Famous vs. Infamous

The children will be presented with a design challenge to create a three-dimensional model (from the shoulders up) of a specific hero or villain in history.

Summer Term

Innovations & Inventions – Automobiles

The children will be provided with an automotive engineering challenge to design and construct a moving vehicle that will cover a pre-determined distance the quickest.

Assessment

This is carried out using Incerts Assessment Entry at the end of the first half of the term and then through written assessment at the end of the second half of the term.

Reporting to Parents

Written reports at the end of every term, therefore three times a year.

Annual parents' open consultation coupled with the Design Technology department.

Schemes of Work, Texts and Equipment

Eridge House Design and Technology Department works from its own Creative Curriculum that is linked loosely to the LCP schemes of work and the National Curriculum attainment requirements.

All tools, equipment and materials are provided by the Department. In exceptional cases where specialist materials are needed parents may be charged. They will always be notified of this before it happens and will always be charged at cost.

SKILLS PRACTISED;

- Marking out
- Sawing
- Sanding
- Bevelling
- Drilling
- Plugging
- Varnishing

TOOLS USED AND OBSERVED IN USE;

- Dovetail saw
- Carpenters square
- Steel rule
- Bradawl
- Drill / driver