

St Laurence's CE Primary School D&T Long Term Plan Year: 6



Academic Year: 2021/22

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N/A	Cooking and Nutrition	N/A	N/A	D&T	D&T
	Product: Soup for an arctic explorer	1		Product: Torch for a diver	Product: Customised T-shirt for Leavers' Disco
	 Key Skills: understand a recipe can be adapted by adding / substituting ingredients explain seasonality of foods learn about food processing methods name some types of food that are grown, reared or caught in the UK or wider world adapt recipes to change appearance, taste, texture or aroma. describe some of the different substances in food and drink, and how they can affect health prepare and cook a variety of savoury dishes safely and hygienically including, where appropriate, the use of heat source. use a range of techniques confidently such as peeling, chopping, slicing, grating, mixing, spreading, kneading and baking. 			Key Skills: Design use research of user's individual needs, wants, requirements for design identify features of design that will appeal to the intended user create own design criteria and specification follow and refine a logical plan. use annotated sketches, cross-sectional planning and exploded diagrams clearly explain how parts of design will work, and how they are fit for purpose Make use selected tools and equipment precisely produce suitable lists of tools, equipment, materials needed, considering constraints select appropriate materials, fit for purpose; explain choices, considering functionality and aesthetics create, follow, and adapt detailed step-by-step plans accurately measure, mark out, cut and shape materials/components accurately assemble, join and combine materials/components Evaluate evaluate quality of design while designing and making; is it fit for purpose? keep checking design is best it can be. evaluate ideas and finished product against specification, stating if it's fit for purpose test and evaluate final product; explain what would improve it and the effect different resources may have had do thorough evaluations of existing products considering: how well they've been made, fit for purpose.	Key Skills: Design draw on market research to inform design use research of user's individual needs, wants, requirements for design identify features of design that will appeal to the intended user come up with innovative design ideas make design decisions, considering, resources and cost independently model and refine design ideas by making prototypes and using pattern pieces Make use selected tools and equipment precisely produce suitable lists of tools, equipment, materials needed, considering constraints select appropriate materials, fit for purpose; explain choices, considering functionality and aesthetics create, follow, and adapt detailed step-by-step plans explain how product will appeal to audience; make changes to improve quality accurately measure, mark out, cut and shape materials/components accurately assemble, join and combine materials/components accurately apply a range of finishing techniques Evaluate evaluate ideas and finished product against specification, stating if it's fit for purpose test and evaluate final product; explain what would improve it and the effect different resources may have had