



D&T Skills and knowledge Expected by the End of Upper Key Stage 2 (Year 6)	
Materials	Cooking and Nutrition
<ul style="list-style-type: none"> • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape). • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper). 	<ul style="list-style-type: none"> • Understand the importance of correct storage and handling of ingredients (using knowledge of microorganisms). • Measure accurately and calculate ratios of ingredients to scale up or down from a recipe. • Demonstrate a range of baking and cooking techniques. • Create and refine recipes, including healthy seasonal ingredients, methods, cooking times and temperatures. • Understand how a variety of ingredients are grown, reared, caught and processed. • Understand and apply principles of a healthy and varied diet. Cross-curricular links with forest school.
Textiles	Design, Make Evaluate
<ul style="list-style-type: none"> • Create objects that employ a seam allowance. • Join textiles with a combination of stitching techniques. What is a hinge?(sticky knowledge) • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles Cross-curricular links with forest school and art and design.	Design with the user in mind, motivated by the service a product will offer (rather than simply for profit) <ul style="list-style-type: none"> • Ensure products have a high quality finish, using art and computer skills where appropriate (mastery).
Electrics, Electronics and Computing	Constructions and Mechanics
<ul style="list-style-type: none"> • Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips.) Check resources prior to planning. <ul style="list-style-type: none"> • Write code to control products. 	<ul style="list-style-type: none"> • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding). • Convert rotary motion to linear using cams. • Use innovative combinations of electronics (or computing) and mechanics in product designs. Cross-curricular links with science.
Take inspiration from Design throughout history	
<ul style="list-style-type: none"> • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. • Create innovative designs that improve upon existing products. • Evaluate the design of products so as to suggest improvements to the user experience. 	