DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE

Year 5

Designing	• Competently research products similar to the one they intend to design and evaluate strengths and weaknesses to be considered when thinking about their own design. • Research and use ICT where appropriate. • Design, with a range of initial ideas, after collecting information from investigating existing products. • Produce a detailed, step-by-step plan. • Explain how a product will appeal to a specific audience and how it meets the purpose. • Draw annotated 3D representations of their design on isometric or squared paper from various viewpoints. • With growing confidence, apply a range of finishing techniques, including those from art and design. • Start to appreciate how much the product will cost to make.
Making	• Name and use a range of tools and equipment competently. • Select appropriate materials, tools and techniques (e.g. cutting, shaping, joining and finishing) accurately. • Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. • Incorporate mechanical systems (such as pulleys or gears) to enable movement in their product. • Know how more complex electrical circuits and components can be used to create functional products and how to program a computer to monitor environmental changes and control their products. • Use finishing techniques to strengthen and improve the appearance of their product using a range of equipment, including ICT. • Make a prototype before making a final version. • Carry out finishing techniques to enhance the appearance and function of their product.

DESIGN TECHNOLOGY: DISCIPLINARY KNOWLEDGE	
Year 5 (continued)	
Evaluating	• Evaluate a product against the original design specifications and carry out tests. • Suggest alternative plans, outlining the positive features and drawbacks. • Evaluate appearance and function against original criteria. • Begin to evaluate their product personally and seek evaluation from others.
Technical Knowledge	• Suggest alternative plans outlining the positive features and drawbacks. • Evaluate appearance and function against original criteria. • Create a product that incorporates gears.
Food Technology	• Be both hygienic and safe in the kitchen. • Know how to prepare a meal by collecting the ingredients in the first place. • Weigh and measure accurately (timings, dry ingredients and liquids). • Begin to understand that seasons may affect the food available. • Understand how food sources are processed into ingredients that can be eaten or used in cooking. • Know how to prepare and cook a variety of predominantly savoury dishes safely and hygienically including, where appropriate, the use of a heat source. • Begin to understand that different foods and drinks contain nutrients, water and fibre needed for good health.