

Design and Technology Learning Organiser Year 6

Woodwork

To be able to design, create and evaluate a game (using mechanisms, leavers and axils) that is proportionally accurate.

Examples



Sewing

To design, create and evaluate a phone case using a self made template measured and produced accurately to incorporate stitching designs inside out so that the stitching is hidden.

To plan decorations carefully so the end product is aesthetically pleasing.

Examples



Food tech

To independently follow a recipe and decide which skill/s they will need to use.

Examples

