



St. Francis Xavier's RC Primary School

Design Technology Unit Guidance and Formative Assessment

Year Group:	Reception – Year 6	Subject:	Design Technology
Unit:	Materials, Construction and Mechanisms	Curriculum Links	Y1: Science- Materials Y3: Geography- Canal boats Y4: Science - Electrical circuits Y5: Science- Materials, levers and linkages Y6: Computing- Sketch up

ROCKS (Remembering Our Curriculum Knowledge and Skills)	
Materials can be manipulated to be made stronger, stiffer and more stable	
Materials can be used for different purposes based on their properties	
Different tools can be used safely for cutting, shaping, joining and finishing	
Finished products can be evaluated against the original brief and designs	
Progressive Journey:	Skills:
EYFS: Safely use and explore materials Y1: Pirate's Packed Lunch Y2: Floating boats, Moving Books Y3: Photo frames, Roman Catapult Y4: Moving Cars Y5: Toys using cams, Lego WeDo Y6: Marble maze game, Computer-aided design	Experiment with colour, design, texture, form and function Assemble, join and combine materials using temporary methods Measure, cut and score with accuracy. Use simple design criteria Use finishing techniques to strengthen and improve product Join and permanently combine materials, using tools safely. Use electrical systems Use mechanical systems (such as levers and cams) in a product Monitor and control products Use a wider range of tools to prepare and finish products Evaluate products against own design and original brief
Key Vocabulary	
Materials, function, purpose, properties, design, brief, prototype, stiffen, join, evaluate, improve, appeal, criteria, model, equipment, cutting, joining, finishing, build, stable Process, generate ideas, criteria, annotate, diagram, computer-aided design, accurately, components, aesthetic, analyse, mechanical systems, gears, levers, pulleys, circuits, monitor, control, evaluate	