

End Points for Design Technology Year 5/6

	Year 5	Year 6
<b>Mechanical systems</b>	<p>Cams</p> <ul style="list-style-type: none"> <li>Understand that mechanical and electrical systems have an input, process and output.</li> <li>Understand how cams can be used to produce different types of movement and change the direction of the movement.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>	<p>Pulleys or Gears</p> <ul style="list-style-type: none"> <li>Understand that mechanical and electrical systems have an input, process and output.</li> <li>Understand how gears and pulleys can be used to speed up, slow down or change the direction of the movement.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>
<b>Structures</b>		<p>Frame structures</p> <ul style="list-style-type: none"> <li>Develop and use knowledge of how to strengthen, stiffen and reinforce 3-D frameworks.</li> <li>Develop knowledge of nets of cubes and cuboids.</li> </ul> <p>Know and use technical vocabulary relevant to the project.</p>
<b>Electrical systems</b>	<p>Monitoring and control</p> <ul style="list-style-type: none"> <li>Understand and use electrical systems in their project.</li> <li>Understand the use of computer control systems in products.</li> <li>Apply understanding of computing to program and control their product.</li> <li>Know and use technical vocabulary relevant to their project.</li> </ul>	<p>More complex switches and circuits</p> <ul style="list-style-type: none"> <li>Understand and use electrical systems in their project.</li> <li>Understand the use of computing to program, monitor and control their products.</li> <li>Know and use technical vocabulary relevant to their project.</li> </ul>
<b>Food</b>	<p>Celebrating culture and seasonality</p> <ul style="list-style-type: none"> <li>Know how to use appropriate equipment and utensils including heat sources to prepare and cook food.</li> <li>Understand about seasonality in relation to food products and the source of different food products.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>	
<b>Textiles</b>	<p>Combining different fabric shapes</p> <ul style="list-style-type: none"> <li>A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.</li> <li>Understand fabrics can be strengthened, stiffened and reinforced where appropriate.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>	<p>Using CAD in textiles</p> <ul style="list-style-type: none"> <li>A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.</li> <li>Understand fabrics can be strengthened, stiffened and reinforced where appropriate.</li> <li>Select and use a range of tools and equipment including CAD to make products that are securely assembled and well finished.</li> <li>Know and use technical vocabulary relevant to the project.</li> </ul>