



**Design and Technology Topic:** Using Cams

**Year:** 6 **Term:** Spring 1

## Key Knowledge/Content:

- Explore a range of images,
- Understand what a cam is.
- Use a range of materials.
- Be able to use technology to record results.
- Generate, develop, model and communicate their ideas through discussion.
- Annotate sketches.

## Key vocabulary with definition:

### Prior vocabulary:

- Record – Using a piece of technology to gather evidence.
- Observations – To look at listen to something to gather information.
- Produce – To use materials and resources to make something.

### New vocabulary:

- Function- How something works.
- Innovative- A process used to create something.
- Design specification- A list of criteria your product needs to address.
- Mock-up- A full-sized structural model built to scale chiefly for study, testing, or display.

## Links to:

### Prior learning:

The children are going to create their own plant homes. The children need to plant their seeds and use the green houses they have made to record whether their product has done its purpose.

### Future learning:

To select from and use a wider, more complex range of materials.

## By the end of this unit

**All children can:** **research** their own designs using digital devices and **explain** why they have chosen specific designs.

**Most children can:** **demonstrate** how to join a range of materials and **explain** the technique and method used.

**Some children can:** **add** specific features with a purpose of manoeuvring.

## Background understanding for teachers and parents:

The children are going to use digital technology to research their own designs, make their own toys using a range of materials and tools and evaluate their own and others final product.

## Curriculum Driver (one):

Communication

### Evidence outcome:

To explain their ideas, how they researched their designs and how they have evaluated their final products.