

End Points for Design Technology Year 5/6

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