

Design & Technology Progression Grid Class 5-6 Cycle 2

Autumn Animal skins and patterns/prints Objectives- To design and make and evaluate a pattern based on an animal skin	Spring – Global food part 2 Twinkl (lessons 1,2,6) Germany Objectives To understand and apply the principles of a varies and healthy diet To prepare and cook a variety of dishes	Summer- Felt Phone cases Objectives- To use research and develop design criteria to inform the design of innovative, functional appealing products
Minimum learning is highlighted Minimum Vocabulary is in bold		
To know that animal prints are unique and not a repeating pattern	To know where Germany is and that a pretzel is a typical German food	To know how to design a product
To know what foreground and back ground mean	To know what savoury is	To know there are different stitches
To create a sketch and a pattern piece	To know how to produce a pretzel	I know about different fastenings I can aim my design at specific groups
To be able to sketch	To follow steps of a recipe and knead dough	I can think about aesthetics of my product
To create a final design and print it	To use different cooking techniques	I can use different stitches
	To assess own ability to follow a recipe and follow different techniques	I can select decorative techniques and fastenings
		I can evaluate my work I can choose different decorations for different designs