HAWTHORN PARK COMMUNITY PRIMARY SCHOOL

Where Care and Learning Count

Headteacher: Mrs Jeni Houghton

Design and Technology Knowledge Organiser	Year 5

Range of Tools		Main Processes		Food Technology Assessment of skills By the end of the year children will be able to:
Grater		1.Investigate, observe and record Record how well existing products have been made. Explain why certain materials have been used Understand what construction methods have been made and why. Explain how well product meets needs of user Discuss if product can be recycled or recycled.	2. Generate Ideas Share and clarify ideas through clearer discussion Make independent changes to ideas based on availability of resources. Produce lists of equipment and resources needed.	Understand the origins of certain foods and where different food types comes from. Understand the importance of a healthy diet for a healthy body. Prepare and cook a savoury dish. Peel with a peeler Mix thoroughly Measure accurately using scales Grate firmer foods (carrots) Thread medium and then firmer foods onto skewers (mushrooms - onions) Cut firm ingredients using a range of grips for safety Recognise and be aware of foods such as cous cous, some spices, taboulah
Peeler				
Press stud		3. Design Try out ideas through making prototypes Use clearer anoottated sketches and cross sectional diagrams Use CAD if available Think of realistic ideas focussing on the needs of the user.	4. Make Follow all health and safety rules Understand and use a wider range of materials including electrical and mechanical resources Select and explain choice of tools and materials Measure, mark out, cut and join materials accurately Use original design criteria to support the make and start to change if appropriate. Apply a range of finishing to make product appealing. Order the main stages of making.	**Technical Knowledge Assessment of Skills** **By the end of the year children will be able to:** Research inventors, designers and manufacturers who have developed ground breaking products such as hovercrafts, Levi Roots Sauces , Morse Code Use learning from science and maths to help design products that work. (Measuring and forces) IInvestigate how a product looks can influence its use. and aesthetic qualities of products Investigate cams, pulleys and gears and how they can be used within a product Recap on the use of pneumatic sysyems and pulleys . Understand how the components in an electrical system work and how they can be used in products Use precise technical vocabulary building on previous terms Temperature, slow cooker, broil Backstitch, press stud, seam allowance Wire strippers, screws, nails, screw driver, dowel Crocodile clip, file, pulley, bridge hold
Cams and gears				
Claw grip		5. Evaluate Identify strengths and areas for development for own product. Consider the views of others to improve work. Evaluate against original design plan.		
Bridge hold