

 Design and Technology Design Construct Explore 				
Year Group	Unit Title	End Points	Final Piece	How can I support my child?
6	Bird Houses	• Know the purpose and appearance of bird houses • Know the materials and features of bird houses • Draw diagrams of bird houses • Practise woodwork skills (clamping, sawing, joining, sanding) • Design a bird house for a specific bird • Make a bird house by following a plan • Evaluate a bird house	Design a bird house for a specific bird	Look on the internet at examples of bird houses Locate examples outside and identify features
6	Drawstring bags	• Identify the materials used in the manufacture of some items made using textiles • Identify ways in which materials are joined in some items made using textiles. • Identify different sewing stitches on items made using textiles • Understand that design criteria are used by fashion designers to develop designs • Design an item made using textiles according to design criteria • Use pattern pieces to mark fabric for cutting and sewing • Thread a needle, join fabric pieces using a simple hand-sewing stitch and tie threads to ensure seams do not unravel • Sew simple hems • Evaluate own work	Design a drawstring bag	Look at examples of different stitches on items Practise different stitches learnt Look at examples of different stitches on drawstring bags
6	Gingerbread houses	• Know the key features of a gingerbread house • Use a computer to design a pattern template • Test and improve a design • Construct a house out of edible resources • Construct and decorate a house out of edible resources using a variety of tools • Evaluate a product against a design criteria	Design a gingerbread house	Taste different examples of gingerbread Look at packaging to understand the ingredients used to make gingerbread