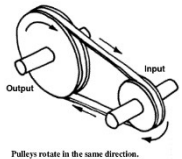
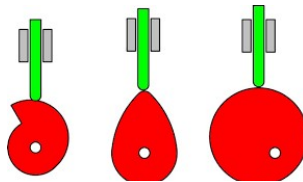




Subject: DT		Year group: 6 Term: Summer 1 & 2		Title: Beside the seaside	
What should I know? - How to make prototypes - How to develop one idea in depth using research - How to select from and use a wide range of tools then list those that are appropriate to the task - How to cut accurately and safely to a marked line - How to refine their product – review and rework/improve - How to use mechanical systems such as cams, pulleys and gears - How to use electrical systems such as motors 		Facts I will learn ... - That frameworks are required to support mechanisms - How a bradawl is used to mark holes accurately - The different mechanisms used in fairground rides - That different joining techniques are used in different rides - That computing programming elements can be used to control  motors		Key questions ... - How has it been reinforced/stabilised? - What mathematical shapes have been used in the design? - How have the elements of the structure been joined? - What materials have been used in the construction? Why? - What component parts make up the mechanical system? How do they interconnect? - How are the components fixed to the diorama? - When do the lights come on or switch off? 	
Key Skills... To use a bradawl to mark hole		Experiences that school will provide: A visit to the Science Museum		Key vocab Definition	

positions

- To use a hand drill to drill tight and loose fit holes
- To cut strip wood, dowel, square section wood accurately to 1mm
- To join materials using appropriate methods
- To build frameworks to support mechanisms
- To stiffen and reinforce complex structures
- To use mechanical systems such as cams, pulleys and gears
- To use electrical systems such as motors.
- To program, monitor and control using ICT



Web links

[https://
learning.sciencemuseumgroup.org.uk/
learning-resources/](https://learning.sciencemuseumgroup.org.uk/learning-resources/)

<https://www.bbc.co.uk/bitesize/topics/>

Experiences that could be provided at home...

- Visit a local fair
- Make models at home using simple woodworking skills and machines like pulleys and levers

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