
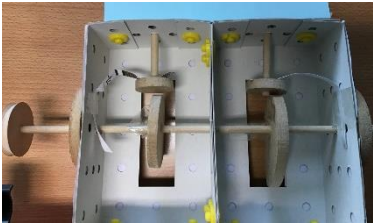
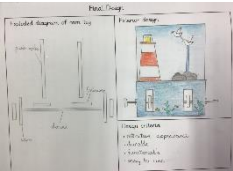






Y6 Design and Technology	TERM 1A		TERM 1B		TERM 2		TERM 3A		TERM 3B	
	MECHANISMS (cams) DT WEEK – MAKING CAM TOYS								Food (celebrating culture and seasonality – including cooking and nutrition)	
	Key knowledge To know offset cams can provide rotary and up and down movements, including eccentric cams, drop/snail cams, pear cams. To know cams turn rotational movement into linear movement. To know the 8 steps of the design process and how to apply them to the desired outcome.  	Key skills To be able to measure, cut and glue accurately and independently using standard units. To be able to choose an appropriate (best fit) cam. To be able to measure and saw dowel safely and independently. To be able to use a glue gun independently to secure cams and rods. To be able to work collaboratively in a pair. To be able to write clear and comprehensive written evaluation which comments on multiple aspects of the design process with justifications relating back to the user.  							Key knowledge To know the available foods in Ancient Egyptian times. To know that avocado, yogurt, sour cream and tomatoes are sensible base ingredients for a dip. To know the 8 steps of the design process and how to apply them to the desired outcome. 	Key knowledge To be able to use claw and bridge hold grip independently and efficiently when using knives. To be able to measure ingredients accurately using standard units. To be able to use a variety of utensils such as graters, chopping boards, mixing bowls, and juicers safely and effectively. To be able to prepare food hygienically. To be able to create a clear and comprehensive written evaluation, which comments on multiple aspects of the design process with justifications relating back to the user.  
	Enquiry/question/outcome/activity/genre of unit/text To design and make a moving cam toy.								Enquiry/question/outcome/activity/genre of unit/text To design, prepare and make a dip that would be suitable for ancient Egyptians.	
	Key vocabulary (tier 2) cost effective durable follower interactive materials mechanical movement slider storage sturdy up and down movement user-centred versatility	Key vocabulary (tier 3) aesthetically pleasing cams (drop, pear, eccentric) crank iterative linear movement mechanism push rod shaft tech card							Key vocabulary (tier 2) avocado balanced chop chopping board colander core cut dice grate juice juicer mix nutrition outer leaf peel slice stir	Key vocabulary (tier 3) aioli guacamole salsa serrated edged knife sour cream and chive taramasalata zest