

Sticky Knowledge – Design Technology

Class – Redwoods

Year 6



Electronic Steady Hand Game

Autumn 2

- How did you plan your 'Steady Hand Game'? What skills did you need to learn/develop?
- Can you explain how you used an electrical system in your 'Steady Hand Game'?
- How does the evaluation process help you to develop your design technology skills?

Structures: Waterwheels

Spring 2

- What research did you complete to help you to design your waterwheel?
- How did you strengthen your waterwheel to ensure that it didn't collapse?
- Describe the skills that you needed and developed when making your waterwheel.

Textiles: Waistcoats

Summer 2

- What is a prototype? Why are they useful to designers?
- How did you choose the appropriate materials for your waistcoat?
- Explain what skills you needed to join your materials together.