CARLTON PRIMARY SCHOOL

Subject Knowledge Bank

DT	Year 6
Focus: Electrical Circuits and Control including Computer Control	
Age related DT vocabulary	

End User- The ultimate consumer of a finished product	Connector Block— Connecting one device to another e.g. wires/ Bluetooth	Electrical— A device that uses a flow of charged particles

Key knowledge

Investigate and evaluate

New technology in the classroom offers tools for student learning and success.

Each device has its usefulness to make classroom instruction smarter and students more eager to learn.

The use of technology is an asset that aims to improve the way teachers instruct and students succeed in learning. When used wisely, tech motivates, connects and empowers.

Focused task

Micro:bits are a tiny pocket-sized computer that allow you to learn basic coding and programming skills

To programme a micro:bit, you simply need to connect it to the computer and add some simple lines of code to create the device you want.

The micro:bit can be programmed to do a number of different things.

Design and make product

A prototype is a first version of a device from which other forms are developed

A series circuit has all the components arranged in a single electrical path

Evaluating

It is important to consider the views of others on your product to gain an insight into how it

DT	Carlton Assessment Grid		
Success Criteria	Pupil Reflection		Teacher Assessment
I can understand how key events in DT have helped shape the world particularly looking at the form, function and work of designers.	Before ☐	After ☐	
I can begin to understand computing to program, monitor and control a product	Before ☐	After ☐	
I can explain my product and apply my understanding of computing to program, monitor and control it.	Before ☐	After ☐	
I can apply my understanding of computing to program, monitor and control a product.	Before ☐	After ☐	
I can evaluate my product against my own design criteria considering the views of others	Before ☐	After ☐	