

Design and Technology Knowledge Organiser

Year 6 - Textiles - Stuffed Toys

Key Vocabulary		Key Facts:
Accurate	Neat, correct shape, size and pattern with no mistakes.	 The teddy bear was introduced in honour of Theodore Roosevelt, the 26th US president, in November 1902.
Appendage	Something attached to a larger or more important thing.	
Blanket - stitch	A sewing technique that joins two pieces of fabric together.	
Design criteria	To help designers focus their ideas and test the success of them.	
Fabric	A natural or man-made woven or knitted material, that is made from plant fibres, animal, or synthetic material.	
Sew	To join or fasten by stitches made using a needle and thread.	
Stuffing	Soft material used to fill cushions or stuffed toys.	
Template	A stencil made of metal, plastic or paper, used for making many copies of a shape or to help cut material accurately (eg biscuit cutter)	Applique is a sewing technique where small pieces of fabric are sewn or glued onto a larger piece. 

These are a range of techniques that can be used in a design



Year 6 - Come Dine With Me

Key Vocabulary

Ingredients	Items that make up a mixture (for example foods that make a recipe.)
Method	Following a process or list of instructions.
Recipe	A set of instructions for making or preparing a food item or dish.
Equipment	Items and objects which are needed to complete a task.
Preparation	The process of getting ready to make something.
Cross-contamination	Cross-contamination is how bacteria can be spread. It happens when liquid from raw meats or germs from unclean objects touch cooked or ready-to-eat foods.
Flavour	How food or drink tastes (eg sour, sweet, bitter, salty).
Unit of measurement	The unit which you use to measure a quantity (eg litres, grams etc).

Key Facts

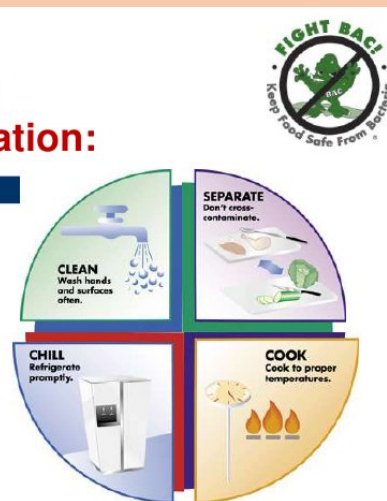
The five different food groups are:

1. Carbohydrates
2. Fruits and vegetables
3. Protein
4. Dairy
5. Foods high in fat and sugar



To help prevent cross contamination:

- Clean
- Separate
- Cook
- Chill

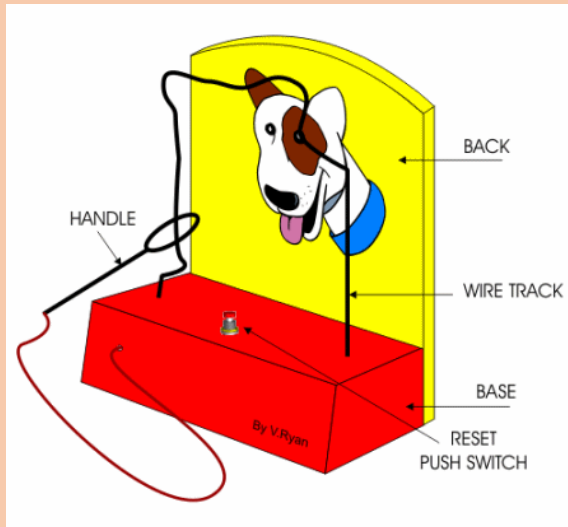


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Year 6 - Electrical systems - Steady hand game

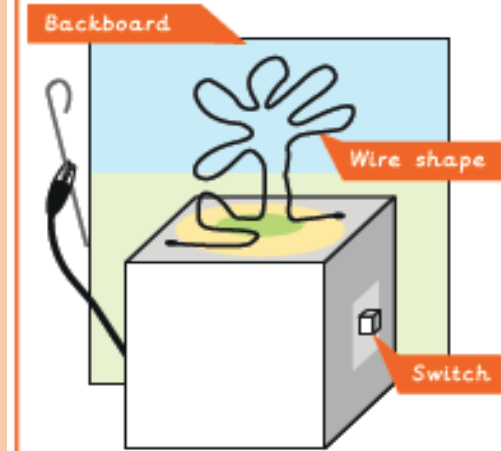
Key Vocabulary

Battery	A cell or connected group of cells which store electrical energy.
Circuit	A collection of components which make an electrical system.
Conductor	A material that allows electricity to flow through it.
Prototype	A simple model that lets you test out your idea to how it will look and work.
Test	To find out whether something works as it should.
Side view drawing	An engineering diagram which shows the dimensions (width, depth, length) of the side of a product.
Insulator	A material that does not allow electricity to flow through it.
Series circuit	A closed circuit where the current of electricity only flows one path.



Key Facts

The more complex your wire shape, the harder your steady hand game will be, especially if the bends are close together.



Circuit symbols:

wire	
switch open	
switch closed	
battery	
buzzer	
bulb	