



Explore and use structures to construct a Native American Dream catcher



Year 6 Design Technology

Curriculum Objectives:

- To communicate ideas and apply knowledge to own design
- To know how to use structures and materials to construct a dream catcher
- To select and use tools safely

Key Vocabulary

design	durability	Dream catcher
sketch	strength	prototype
size	aesthetically pleasing	weaving
colour	Native American	Indian



Intents	Pupil	Teacher
I can investigate and analyse a range of existing products.		
I can use research to develop design criteria and inform my own design ensuring that it is innovative, functional, appealing and fit for purpose.		
I can develop, model and communicate my ideas through discussion, annotated sketches, diagrams, prototypes etc		
I can select from and use a range of materials, components and tools to make my model (cutting, shaping, joining and finishing)		
I can understand and use structures that are strong, stiff, durable and complex.		
I can evaluate my ideas and product against my original design criteria and consider the views of others to improve my work.		