

Class 2: Design Technology – Cycle A

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Structures – London Landmarks	A Tasty Treat - Food Glorious Food	Stable Structures - The Tudor House	Fire Fire!	Perfect Pizzas – Design an exotic moving plant	Design a 3D school garden
<ol style="list-style-type: none"> 1. Art Objective 2. Art Objective 3. Art objective 4. Art Objective 5. Investigate landmarks of London. 6. Investigate materials construct buildings 	<ol style="list-style-type: none"> 1. Art Objective 2. Art Objective 3. Art Objective 4. Research What is a tasty treat? 5. Investigate ingredients. 6. Make, taste and evaluate. 	<ol style="list-style-type: none"> 1. Exploring product features. 2. Investigate materials to plan a design. 3. Follow a plan and evaluate 4. Art Objective. 5. Art Objective. 6. Art Objective. 	<ol style="list-style-type: none"> 1. Art Objective 2. Art Objective 3. Art Objective 4. Art Objective 5. Art Objective 6. Art Objective 	<ol style="list-style-type: none"> 1. Evaluate favourite pizzas. 2. Exploring breads. 3. Examine toppings. 4. Make and eat pizzas. 5. Design a plant 6. Make the plant. 	<ol style="list-style-type: none"> 1. Evaluate types of gardens. 2. What garden does our school need? Survey 3. Mapping of the school grounds. 4. Design the school garden. 5. Make model of the garden.

Class 2: Design Technology – Cycle B

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Hot Air Balloons - Here, there and everywhere		Puppets - Carnival of the Animals	Aquarium - Carnival of the Animals	Rockets - Explorers	
<ol style="list-style-type: none"> 1. Investigate features, moving parts. 2. Investigate materials. 3. Design the hot air balloon. 4. Make the balloon. 5. Make the basket. 6. Evaluate the design. 	<ol style="list-style-type: none"> 1. Art Objective 2. Art Objective 3. Art Objective 4. Art Objective 5. Art Objective 6. Art Objective 	<ol style="list-style-type: none"> 1. Investigating puppets. 2. Design a finger puppet. 3. Investigate - Sewing skills. 4. Making the puppet. 5. Making the puppet. 6. Evaluate the puppet. 	<ol style="list-style-type: none"> 1. Investigate sliding mechanisms. 2. Explore Lever and Pivot mechanisms. 3. Experiment with wheel mechanisms. 4. Make a moving picture 5. Make a moving picture. 6. Evaluate the design. 	<ol style="list-style-type: none"> 1. Explore rocket features. 2. Plan a rocket design. 3. Investigate materials. 4. Follow instructions. 5. Make the design. 6. Evaluate the design. 	<ol style="list-style-type: none"> 1. Art Objective 2. Art Objective 3. Art Objective 4. Art Objective 5. Art Objective 6. Art Objective

Class 3: Design Technology – Cycle A

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
The Roman Empire	Textiles - Stockings	Structures – Greek Temple	Moving Models – Volcanoes	Mini Green houses	Anglo Saxons, Scots and Vikings
<ol style="list-style-type: none"> 1. Research Roman shields. 2. Investigate materials. 3. Complete design sheet. 4. Construct the shield. 5. Decorate the shield. 6. Evaluation of the design. 	<ol style="list-style-type: none"> 1. Existing products. 2. Exploring stitches. 3. Decorating fabric. 4. Design time. 5. Creating your product. 6. Evaluation 	<ol style="list-style-type: none"> 1. What is the significance of a Greek temple? 2. Research architectural features and designs. 3. Investigate materials 4. Build the temple. 5. Compare the two different structures. 6. Greek Day 	<ol style="list-style-type: none"> 1. What is a volcano? 2. Investigate materials. 3. What will make the eruption? 4. Design the volcano. 5. Follow instructions. 6. Evaluate the designs. 	<ol style="list-style-type: none"> 1. Explore existing greenhouses? 2. Stability. 3. Materials. 4. Design a mini greenhouse. 5. Make a mini greenhouse. 6. Evaluate a mini greenhouse. 	<ol style="list-style-type: none"> 1. What is Viking Jewellery? 2. Investigate Designs. 3. Construct. 4. What is a Viking longboat? 5. Research booklet. 6. Make and evaluate.

Class 3: Design Technology – Cycle B

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Moving Models Water cycle	Seasonal Dishes	Torches	Musical Instruments	Pyramid Structures	
<ol style="list-style-type: none"> 1. Research stages of the water cycle. 2. Investigate materials 3. Design a model for a water cycle 4. Make the water cycle model 5. Demonstrate the model 6. Evaluation of the design. 	<ol style="list-style-type: none"> 1. Seasonal Produce 2. Seasonal fruit 3. Seasonal vegetables 4. Seasonal meat and poultry. 5. Seasonal Fish and seafood 6. Design seasonal dish. 	<ol style="list-style-type: none"> 1. Seeing the Light. 2. Circuits and switches. 3. A case study. 4. The design of the torch. 5. Let there be Light! 6. The evaluation. 	<ol style="list-style-type: none"> 1. Investigating instruments. 2. Testing materials. 3. The design. 4. Making the design. 5. Performance of instruments. 6. Evaluation of the design. 	<ol style="list-style-type: none"> 1. Exploring product features. 2. Planning designs. 3. Investigating materials. 4. Following a plan. 5. Evaluate the design. 	<ol style="list-style-type: none"> 1. Art Objective 2. Art Objective 3. Art Objective 4. Art Objective 5. Art Objective 6. Art Objective

Class 4: Design Technology – Cycle A

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Shelters - World War 1	Fairground	Cogs and levers – Industrial Revolution	WW2 planes & Gas mask boxes	Funky Furnishings	Great British Dishes
<ol style="list-style-type: none"> 1. Investigating Shelters. 2. Call in the Reinforcements! 3. Materials Matter. 4. The Design. 5. The Cover. 6. The Evaluation. 	<ol style="list-style-type: none"> 1. A Trip to the Fair. 2. Merry-Go-Motors. 3. Fair Frames. 4. The Design. 5. The Creation. 6. The Evaluation. 	<ol style="list-style-type: none"> 1. Before the Railways. 2. Steam Power! 3. The Railways are coming! 4. Railway Mania! 5. The Tube. 6. Now and the Future 	<ol style="list-style-type: none"> 1. What were the WW2 planes. 2. The design. 3. The Construction. 4. What were Gas Masks? 5. The Templates. 6. The Construction 	<ol style="list-style-type: none"> 1. Investigating Cushions. 2. Joining Techniques. 3. Decorative Joining Techniques. 4. Fastenings. 5. Time to Design! 6. Making and Evaluating. 	<ol style="list-style-type: none"> 1. Savoury English Dishes. 2. Sweet English Dishes. 3. National Scottish Dishes. 4. National Welsh Dishes. 5. Influences From Around the World. 6. Plan and Shop for a Meal.

Class 4: Design Technology – Cycle B

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Moving toys – Space buggies	Gingerbread Houses	Building Bridges	Biscuits	Fashion and Textiles	
<ol style="list-style-type: none"> 1. Cam Mechanisms. 2. Cam Shapes. 3. Sturdy Structures. 4. Designing Moon Buggy. 5. Making Moon Buggy. 6. The Evaluation. 	<ol style="list-style-type: none"> 1. Design. 2. Computer Design. 3. Design Improvements. 4. Construction. 5. Decorating. 6. Evaluation. 	<ol style="list-style-type: none"> 1. Beam Bridges. 2. Truss Bridges. 3. Arch Bridges. 4. Suspension Bridges. 5. Bridge Building Challenge 6. Evaluate Bridge Challenge. 	<ol style="list-style-type: none"> 1. Investigating Preferences. 2. The Taste Test. 3. The Design. 4. The Bake Off! 5. The Evaluation. 	<ol style="list-style-type: none"> 1. How are clothes made? 2. Sewing Stitches. 3. Designing Pattern Pieces 4. Using Pattern Pieces. 5. Hand-sewing and Joining. 6. Hemming, Decorating and Finishing. 	<ol style="list-style-type: none"> 1. Art Objective 2. Art Objective 3. Art Objective 4. Art Objective 5. Art Objective 6. Art Objective