

Autumn 1 Palaeontology to Archaeology	Autumn 2 Chocolate	Spring 1 Treasures of Ancient Egypt	Spring 2 Race to the South Pole	Summer 1 From Source to Sea
<p>Model dinosaurs</p> <ul style="list-style-type: none"> • Children will generate, develop and communicate ideas through discussion and annotated sketches. Create designs of their dinosaurs. • Use papier-mache to create a dinosaur model. • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. 	<p>Chocolate Packaging</p> <ul style="list-style-type: none"> • Explore and analyse a range of chocolate packaging • Design: generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, • Communicate design ideas in different ways as these develop, bearing in mind aesthetic qualities, and the uses and purposes for which the product is intended. • Make: packaging for a box of chocolates. • Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. 	<p>Egyptian Jewellery</p> <ul style="list-style-type: none"> • Design and make a piece of Egyptian ornamental jewellery • Develop ideas and explain them clearly, putting together a list of what they want their design to achieve. • Measure, mark, cut and shape a range of materials, to assemble, join and combine components and materials accurately • Select appropriate tools and techniques for making their product. • Reflect on the progress of their work as they design and make, identifying ways in which they could improve their product. • Know how the working characteristics of materials affect the ways in which they are used. • Suggest alternative ways of making their product, if first attempts fail • Carry out appropriate tests before making any improvements. 	<p>Igloo</p> <ul style="list-style-type: none"> • Class project to design and make an igloo from milk cartons • Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • Make a class igloo using milk bottles. • Evaluate and understand how key events and individuals in design and technology have helped shape the world. • Technical knowledge: apply their understanding of how to strengthen, stiffen and reinforce more complex structures 	<p>Model of a River Systems</p> <ul style="list-style-type: none"> • Children design, make and evaluate a three-dimensional models of a river system.