

Autumn 2 Sound and Vision	Spring 1 Londinium	Spring 2 Flight	Summer 1 Away from Home
<p>Christmas Card using electrical circuit</p> <ul style="list-style-type: none"> • Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals • Make a Christmas card that lights up using a simple electrical circuit. • Evaluate their designs, reflecting on the method of the construction process, what went well and what they could improve on if they were to do it again. 	<p>Roman board game</p> <ul style="list-style-type: none"> • Generate, develop, model and communicate ideas through annotated sketches, cross-sectional and exploded diagrams, prototypes. • Children will look at a range of board games and discuss and explore which ones they like best and why. • Children will design their own board games after using market research of a year groups wants. • Make: a roman board games using clay. • Children will select from and use a wider range of tools and equipment to make their game boards. • Once made, children will take their games back to their target market and will get feedback on whether it fulfils its purpose. 	<p>Bird box</p> <ul style="list-style-type: none"> • Generate, develop, model and communicate ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design re model airport • Identify and implement improvements to bird box design • To select from and use a wider range of materials and components • Use simple tools and equipment with some accuracy to build own bird box • Children to take their bird boxes home and monitor how effectively they work. 	<p>Anderson shelter</p> <ul style="list-style-type: none"> • Design: generate, develop, model and communicate their ideas through discussion and observation of own Anderson shelter. • Make their own Anderson shelter at home using the design created in class. • Bring Anderson shelters back in and compare different designs looking at their comfort and protective abilities. • Understand how key events and individuals in design and technology have helped shape the world. • Understanding the environmental, social and physical improvements that can be made to an individual through improved design and technologies and the way D.T. links to all other subjects.