

Autumn 1 <b>Palaeontology to Archaeology</b>	Autumn 2 <b>Chocolate</b>	Spring 1 <b>Treasures of Ancient Egypt</b>	Spring 2 <b>Race to the South Pole</b>	Summer 1 <b>From Source to Sea</b>
<b>Model dinosaurs</b> <ul style="list-style-type: none"> <li>Children will generate, develop and communicate ideas through discussion and annotated sketches. Create designs of their dinosaurs.</li> <li>Use papier-mache to create a dinosaur model.</li> <li>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</li> </ul>	<b>Chocolate Packaging</b> <ul style="list-style-type: none"> <li>Explore and analyse a range of chocolate packaging</li> <li>Design: generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes,</li> <li>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.</li> <li>Make: packaging for a box of chocolates.</li> <li>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</li> </ul>	<b>Egyptian Jewellery</b> <ul style="list-style-type: none"> <li>Design and make a piece of Egyptian ornamental jewellery</li> <li>Develop ideas and explain them clearly, putting together a list of what they want their design to achieve.</li> <li>Measure, mark, cut and shape a range of materials, to assemble, join and combine components and materials accurately</li> <li>Select appropriate tools and techniques for making their product.</li> <li>Reflect on the progress of their work as they design and make, identifying ways in which they could improve their product.</li> <li>Know how the working characteristics of materials affect the ways in which they are used.</li> <li>Suggest alternative ways of making their product, if first attempts fail</li> <li>Carry out appropriate tests before making any improvements.</li> </ul>	<b>Narwhal</b> <ul style="list-style-type: none"> <li>Research artic animals and draw a design for sewing a narwhal.</li> <li>Develop ideas and decide on their own outcomes.</li> <li>Measure, mark, cut and shape a range of materials, to assemble</li> <li>Sew their own stuffed narwhal.</li> <li>Select from and use a wider range of textiles according to their functional properties and aesthetic qualities</li> <li>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul>	<b>Model of a River Systems</b> <ul style="list-style-type: none"> <li>Generate and communicate their ideas through discussion and cross-sectional and exploded diagrams</li> <li>Make and evaluate a three-dimensional models of a river system.</li> <li>Explain how these river systems change and effect the environment.</li> </ul>