

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> <p>- Home learning creation</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.