

Autumn 1 A Victorian Education	Spring 1 Our Place in Space	Summer 1 Benin - An African Kingdom	Summer 2 A Village School
Victorian Toys <ul style="list-style-type: none"> Explore range of Victorian moving toys, for example 'Jumping jack' Design: a moving Victorian toy involving gears, pulleys, cams, levers and/or linkages Generate, develop and communicate ideas through discussion and annotated sketches. Make: Use gears, pulleys, cams, levers and/or linkages to make a Victorian toy. Evaluate: apply their understanding of how to strengthen, stiffen and reinforce more complex structures. Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] 	Re-entry Machine <ul style="list-style-type: none"> Design and build a re-entry machine that can catch an egg dropped from 3 metres without the egg breaking. Develop ideas and explain them clearly, putting together a list of what they want their design to achieve. Children to make a re-entry machine and to select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties Generate ideas for products after thinking about who will use them and what they will be used for. 	Textiles: Benin Appliqué <ul style="list-style-type: none"> Look at a variety of clothes and designs from the West African Kingdom of Dahomey. These appliqué designs depict birds, fish, sailing ships, king's insignia and the like, and recalled particular events during the reign of the Kings of Dahomey. Children create their own applique designs to represent things that are significant to them. Sew these designs onto material to create a class appliqué cloth. Evaluate understand how key events and individuals in design and technology have helped shape the world 	Water Mill <ul style="list-style-type: none"> Children to understand what water wheels were used for and the history behind them Decide on the best tools and materials for their designs. Design a water wheel in groups. Children to build a water wheel using a range of materials, such as wooden dowels and cups. Children to evaluate the success of their products and how they would benefit their market audience. To decide if the materials used were the most suitable and effective and what they would change if they were to do it again.