

Phase1						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Y1/2 Cycle 1</b>	<p><u>Towers and torrents *</u> <u>(DT Driver)</u></p> <p><b>Design and make structure with lever or slider.</b></p> <p><b>D1</b> -design purposeful functional appealing products for themselves and others based on a criteria</p> <p><b>D2</b> –generate develop and model ideas through talking drawing, templates etc.</p> <p><b>M1</b>-select from and use a range of tools and equipment to perform practical tasks.</p> <p><b>M2</b>-select from and use a wide range of materials and components including construction, textile and ingredients according to their characteristics.</p> <p><b>TK1</b> - build structures exploring how they can be made stronger stiffer and more stable.</p> <p><b>TK2</b> – Explore and use mechanisms.</p> <p><b>E1</b>-Explore and evaluate a range of existing products</p> <p><b>E2</b>- Evaluate ideas and products against design criteria</p> <p><b>Choose materials and components, design, finish, make and evaluate</b></p>	<p><u>Mess. Muck and Mixtures</u> <u>(Science Driver)</u></p> <p><i>Explore and evaluate a range of existing products.</i></p> <p><b>E 1</b> <i>Understand where food comes from.</i></p> <p><b>CN 2</b> <i>Use the basic principles of a healthy and varied diet to prepare dishes.</i></p> <p><b>CN 1</b> <i>Select from and use a range of tools and equipment to perform practical tasks.</i></p> <p><b>M 1</b> <i>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</i></p> <p><b>M 2</b> <i>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</i><b>D2</b></p>	<p><u>Rio De Vida</u></p>	<p><u>Scented Garden*</u> <u>(Science Driver)</u></p> <p><b>Healthy diet/dish</b></p> <p><b>CN1</b>- Use the basic principles of a healthy and varied diet.</p> <p><b>CN2</b> –understand where food comes from</p> <p><b>M2</b>-select from and use a wide range of materials and components including construction, textile and ingredients according to their characteristics.</p> <p><b>E1</b>-Explore and evaluate a range of existing products</p> <p><b>Choose materials and components, design, finish, make and evaluate</b></p>	<p><u>Dinosaur Planet</u></p>	<p><u>Beach combers</u> <u>(Science Driver)</u></p> <p><b>Choose equipment for making</b></p> <p>DT M 1</p>

Phase 2						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>Y3</b>	<u>Tribal tales</u> <u>(History driver)</u>  <i>D1- use research to develop criteria to inform the design fit for purpose aimed at particular individuals.</i> <i>M1- select from and use a wider range of tools to perform practical tasks .</i> <i>E2-Evaluate ideas against design criteria.</i>	<u>Scrumdidliumptious</u> <u>(DT Driver)</u>  <b>*Nutrition-balanced diet healthy meal. (savoury)</b>  <b>CN1-</b> understand and apply the principles of a varied diet to prepare dishes. <b>CN2-</b> prepare and cook a variety of savoury dishes using a range of cooking techniques. <b>CN3-</b> understand seasonality and know where and how ingredients are grown, reared, caught and processed.  <b>D1-</b> use research to develop criteria to inform the design fit for purpose aimed at particular individuals. <b>M1-</b> select from and use a wider range of tools to perform practical tasks . <b>M2-select</b> from and use a wider range of components inc construction, textiles and ingredients.  <b>E1-investigate</b> and evaluate a range of existing products. <b>E2-Evaluate</b> ideas against design criteria.	<u>Predators</u> <u>(Science Driver)</u>  <i>Selecting and Using Materials DT M2</i>	<u>Urban Pioneers</u> <u>(Art Driver)</u>  <i>Drawing</i>	<u>Tremours</u> <u>(Geography Driver)</u> <i>Structures DT M2, DT TK1, DT D1</i>  <b>Make a structure</b>  <i>D1- use research to develop criteria to inform the design fit for purpose aimed at particular individuals.</i>  <i>M2-select from and use a wider range of components inc construction, textiles and ingredients.</i>  <i>Tk1- apply understanding of how to strengthen, stiffen and reinforce more complex structures.</i>  <i>E2-Evaluate ideas against design criteria.</i>  <i>E3- understand how key events and individuals in DT have helped shape the world.</i>	<u>Gods and Mortals –(History Driver)</u>  <i>Moving Parts; Model Making DT D 2, DT M 2 and 1</i> <i>Cams</i> <b>Design and make a cam(moving parts model.)</b>  <i>D1- use research to develop criteria to inform the design fit for purpose aimed at particular individuals.</i> <i>D2 generate and develop ideas through discussion, sketches and cross sectional diagrams</i>  <i>M1- select from and use a wider range of tools to perform practical tasks .</i> <i>M2-select from and use a wider range of components inc construction, textiles and ingredients.</i>  <i>Tk2- Understand and use mechanical systems in their products (cams)</i>  <i>E2-Evaluate ideas against design criteria.</i>

<b>Y4</b>	<u>Misty Mountains (Geography driver)</u>	<u>I am a warrior (History Driver)</u>  <i>Design and make a shield for a Roman soldier DTD1 Make simple porridge or bread DTCN2</i>	<u>Burps, Bottoms and Bile (Science Driver)</u>  Draw a digestive system to wear on a white apron DTM1 Model how the digestive system works DTD1  <b>Draw a digestive system.</b> - D2 generate and develop ideas through discussion, sketches and cross sectional diagrams  <b>Cook healthy savoury meal</b>  <b>CN1-</b> understand and apply the principles of a varied diet to prepare dishes. <b>CN2-</b> prepare and cook a variety of savoury dishes using a range of cooking techniques. <b>CN3-</b> understand seasonality and know where and how ingredients are grown, reared, caught and processed. <b>D1-</b> use research to develop criteria to inform the design fit for purpose aimed at particular individuals. <b>M1-</b> select from and use a wider range of tools to perform practical tasks . <b>M2-</b> select from and use a wider range of components inc construction, textiles and ingredients. <b>E1-</b> investigate and evaluate a range of existing products.	<u>Play List (Music Driver)</u>  Evaluate and design new headphones DTD1 Design and make a percussion instrument to form a band DTM2	<u>1066 (History Driver)</u>  Design and build a castle, using pulleys, levers and linkages DTTK2 Evaluate what they have done DTE2  <b>Design and build a model using levers and linkages. Electricity</b>  Tk2- Understand and use mechanical systems in their products (levers/linkages) TK3 understand and use electrical systems in products (buzzers/switches etc.)  <b>D1-</b> use research to develop criteria to inform the design fit for purpose aimed at particular individuals. <b>D2</b> generate and develop ideas through discussion, sketches and cross sectional diagrams  <b>M1-</b> select from and use a wider range of tools to perform practical tasks . <b>M2-</b> select from and use a wider range of components inc construction  <b>E2-</b> Evaluate ideas against design criteria. <b>E3-</b> understand how key events and individuals in DT have helped shape the world.	<u>Potions (Science Driver)</u>  <i>Use a range of tools accurately DTM1 Choose materials appropriate for task DTM2</i>
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Phase 3						
Y5	Time Traveller <u>(Art Driver)</u>	Pharaohs <u>(History Driver)</u> Historical recipes Create Death Masks and Nemes  <b>Moving model.</b>  <b>D1-</b> use research to develop criteria to inform the design fit for purpose aimed at particular individuals. <b>D2 -</b> generate and develop ideas through discussion, sketches and cross sectional diagrams <b>M1-</b> select from and use a wider range of tools to perform practical tasks . <b>M2-</b> select from and use a wider range of components inc construction, textiles and ingredients.  <b>TK 2 –</b> understand and use mechanical systems (gears/pulleys) <b>TK3-</b> understand and use electrical systems <b>TK4-</b> apply their understanding of computing to program and control their products.  <b>E1-</b> investigate +evaluate a range of existing p.	Star Gazers(Science Driver)  <b>Create a textile moonscape</b>  <b>D2 -</b> generate and develop ideas through discussion, sketches and cross sectional diagrams  <b>M1- select from and use a wider range of tools to perform practical tasks.</b>  <b>M2-select from and use a wider range of components inc construction</b> <b>Design and make a rocket</b> <b>D2 generate and develop ideas through discussion, sketches and cross sectional diagrams, materials textiles and ingredients.</b>  <b>M1- select from and use a wider range of tools to perform practical tasks .</b> <b>M2-select from and use a wider range of components inc construction, materials textiles and ingredients.</b>	Allotment <u>(Geography Driver)</u>  <b>DTCN2 / DTM2 / DTD2 / DTD1 / DTTK 1</b> Cook recipes using allotment food Making planters  <b>*Design recipes using allotment food.</b>  <b>CN1-</b> understand and apply the principles of a varied diet to prepare dishes.  <b>CN2-</b> prepare and cook a variety of savoury dishes using a range of cooking techniques.  <b>CN3-</b> understand seasonality and know where and how ingredients are grown, reared, caught and processed.  <b>M1- select from and use a wider range of tools to perform practical tasks .</b>  <b>M2-select from and use a wider range of components inc construction, textiles and ingredients.</b>  <b>E1-investigate and evaluate a range of existing products</b>	Peasants, Prince and pestilence <u>(History driver)</u>  <b>DTM2/DTCN2</b> Historical recipes Printing blocks	Scream Machine <u>(Science Driver)</u>  <b>*Design a ride</b> <b>D1-</b> use research to develop criteria to inform the design fit for purpose aimed at particular individuals.  <b>D2 -</b> generate and develop ideas through discussion, sketches and cross sectional diagrams  <b>M1-</b> select from and use a wider range of tools to perform practical tasks.  <b>M2-select from and use a wider range of components inc</b>  <b>TK 2 –</b> understand and use mechanical systems (gears/pulleys) <b>TK3-</b> understand and use electrical systems <b>TK4-</b> apply their understanding of computing to program and control their products.  <b>E1-</b> investigate +evaluate a range of existing products. <b>E2-</b> Evaluate ideas and products against own design. <b>E3-Understand how key events shape the world.</b>

Y6	<u>A Childs war (History Driver)</u>  Prepare food from the war. DT CN2/ DT TK 1	<u>Frozen Kingdom (Geography driver)</u>	<u>Darwins Delights (Science Driver)</u>  DT D1/ DT DM 1 Make a sewn sketch book or journal.  <b>Make a sewn sketchbook or journal.</b>  D2 generate and develop ideas through discussion, sketches and cross sectional diagrams  M1- select from and use a wider range of tools to perform practical tasks . M2-select from and use a wider range of components inc construction, textiles and ingredients.  TK1 – Apply understanding how to strengthen and reinforce E2- Evaluate against criteria	<u>Hola Mexico (Music Driver)</u>  * Mexican Food DT CN 2 Chocolate drinks DT CN 2 Fruit drinks DT E 2 Mexican Instruments DT E 1 <b>*Prepare and cook a Mexican meal.</b> <b>CN1-</b> understand and apply the principles of a varied diet to prepare dishes. <b>CN2-</b> prepare and cook a variety of savoury dishes using a range of cooking techniques. <b>CN3-</b> understand seasonality and know where and how ingredients are grown, reared, caught and processed. <b>M1-</b> select from and use a wider range of tools to perform practical tasks . <b>M2-</b> select from and use a wider range of components inc construction, textiles and ingredients. <b>E1-</b> investigate and evaluate a range of existing products <b>E2-</b> evaluate against criteria.	<u>Blood Heart (Science Driver)</u>  <b>Make a stethoscope.</b> DT M 1 D1- use research to develop criteria to inform the design fit for purpose aimed at particular individuals. D2 generate and develop ideas through discussion, sketches and cross sectional diagrams  M1- select from and use a wider range of tools to perform practical tasks . M2-select from and use a wider range of components inc construction, textiles and ingredients.	<u>Gallery Rebels (Art Driver)</u>  Make a sketch book using handmade paper. <b>DT M 1</b> Damien Hirst spin painting <b>DT TK 3</b>
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