

Fibbersley Park Primary Academy – DT Overview for 2016/17

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
R/N	<p><b>Marvellous Me</b> How can we show and tell?</p>	<p><b>Celebrations</b> How can we create a special celebration for our friends?</p>	<p><b>Me and My School</b> How can we create a parade for our families?  The children will be making an Easter Bonnet to show off in their Easter Bonnet parade. They will manipulate materials to achieve a planned effect.  Context: Culture</p>		<p><b>Me and My Friends</b> How can we make some friends that are further away?  Children will be designing and making plant pots. They will use simple tools and techniques competently and appropriately.  Context: Gardens and Playgrounds</p>	
1	<p><b>Superheroes</b> Publish a comic book celebrating heroes and villains from different times and places</p>	<p><b>Dinosaur Planet</b> How can we bring dinosaurs back to life creatively?</p>	<p><b>Far Far Away</b> How can we produce a soundtrack for a traditional tale?  MECHANISMS – SLIDERS AND LEVERS Design, make and evaluate a pop-up book for Nursery to use in Storytime. The children will use simple sliders and levers to create moving pictures.  Context: Community</p>		<p><b>Buckets and Spades</b> Plan and design a gallery that brings the seaside to the city  FREESTANDING STRUCTURES Design, make and evaluate a seaside model for the Seaside Gallery. The children will make sandcastles, piers, fun fair rides, etc. using a range of materials (polystyrene cups, Modroc, reclaimed materials, construction kits) and use simple finishing techniques suitable for the structure they are creating.  Context: Community</p>	
2	<p><b>Street detectives</b> What was where we live like in the past? How can we make it the best for the future?  Make Victorian Artefacts</p>		<p><b>Up Up and Away</b> How can we make something fly?  JOINING MATERIALS The children will select from and use a range of materials and components such as paper, card, plastic and wood, performing practical tasks such as cutting and joining to allow appropriate movement</p>		<p><b>The Really Rural Show</b> How can we recreate the countryside in our city environment?  COOKING AND NUTRITION Design, make and evaluate a range of food products (bread, jams, pickles) for people to buy at The Really Rural Show. The children will measure, prepare and combine ingredients, using a variety of techniques –</p>	

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		<p>and finishing.</p> <p>Context: Culture</p>	<p>peeling, cutting, slicing, grating, squeezing, mixing, rubbing, and kneading. They will make, decorate and present the food products appropriately for the intended user and purpose.</p> <p>Context: Enterprise</p>
3	<p><b>Gods and Mortals (Day at the Museum)</b></p> <p>How can we create our own Museum?</p>	<p><b>Around the World in 80 Beats</b></p> <p>Challenge: Compose an album of songs of the world</p> <p>SHELL STRUCTURES</p> <p>Design, make and evaluate packaging for the music CD they have created. The children will select appropriate tools to measure, mark out, cut, score, shape and assemble with some accuracy. They will develop knowledge of nets of shapes and stiffening and strengthening sheet materials (laminating, corrugating and ribbing).</p> <p>Context: Enterprise</p>	<p><b>Sparks will Fly</b></p> <p>Challenge: How can we tell the story of fire creatively?</p> <p>STRUCTURES – FREESTANDING</p> <p>Design, make and evaluate Tudor Houses for a Great Fire of London display. The children will select and use tools and new/reclaimed materials to build their structures, using simple finishing techniques suitable for the structure they are creating.</p> <p>Context: Community</p>
4	<p><b>Traders and raiders / Iron Warrior</b></p> <p>How can we create our own Museum?</p>	<p><b>Bolts n Bones</b></p> <p>Challenge: How can we design a fitness program?</p> <p>STRUCTURES</p> <p>Design, make and evaluate bones with appropriate joins. The children generate ideas and produce labelled drawings. They select appropriate tools and techniques to mark out, measure and shape materials.</p> <p>FOOD</p> <p>They will look at healthy food linked to the body.</p>	<p><b>Crazy Contraptions</b></p> <p>Challenge: Can we design and make a product which solves a problem?</p> <p>ELECTRICAL SYSTEMS – SIMPLE CIRCUITS AND SYSTEMS</p> <p>Design, make and evaluate a product using electricity that solves a problem for someone (e.g. reading light, nightlight, hands-free head lamp, buzzer for school office, siren for toy vehicle). The children will select from and use materials and components, including construction materials and electrical components</p>

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			Context: Home and School	(bulbs, handmade switches, commercial switches – ‘push-to-break/push-to-make, toggle switch and reed switches) according to their functional properties and aesthetic qualities.
				Context: Community
5	<p><b>Pharaohs (Time traveller)</b></p> <p>How can we create a film of the history of the world?</p>	<p><b>Space Infinity</b></p> <p>Challenge: How can we produce a Space game?</p> <p>ELECTRICAL SYSTEMS –SWITCHES AND CIRCUITS</p> <p>Design and make circuits to make a space themed game.</p> <p>Context: Industry / The Wider Environment</p>	<p><b>Castle Attack!</b></p> <p>Challenge: How can you re-enact a Castle attack?</p> <p>MECHANICAL SYSTEMS – PULLEYS AND GEARS</p> <p>Design, make and evaluate props and displays, using pulleys and gears, for their reenactment. This may include working models or items that can be used as part of the replica. They focus on the design process and the technical knowledge for making. They formulate step-by-step plans and allocate tasks within a team. They learn to work within the constraints of time, resources and cost.</p> <p>Context: School and Culture</p>	
6	<p><b>Eragon</b></p> <p>How can we retell the story of Eragon?</p> <p>Build a dragon – modelling, nets, collage</p>	<p><b>Childs War</b></p> <p>How can we recognise those who experienced WW2?</p>	<p><b>Goblin and Ghouls</b></p> <p>Challenge: Create our own chronicles</p> <p>STRUCTURES</p> <p>Design, make and evaluate a Goblin trap. They work to communicate their ideas through detailed labeled drawings and to develop a design specification. They explore, develop and communicate aspects of their design proposals by modeling their ideas in a variety of ways and work to select appropriate tools, materials, components and</p>	<p><b>The Final Countdown</b></p> <p>Challenge: How can we set up an FPA events company?</p> <p>TEXTILES – COMBINING DIFFERENT FABRIC SHAPES</p> <p>Design, make and evaluate costumes for their events. The children will explore a range of possible fasteners – zip, Velcro, ties, toggles, clasps, press studs, buttons. They will use a variety of stitches stem, chain, satin and lazy daisy.</p>

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			techniques.	Context: Home/Enterprise
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