Design technology Curriculum-Autumn 2

Year One The Emperor's egg	Year Two Leon and the In between place	Year Three One plastic bag	Year Four Pebble in my pocket	Year Five Goodnight Mr Tom	Year Six Shackleton's Journey
(**egg tea cosy**) WALT: talk about ideas and say what will be done WALT: generate ideas from your own experience WALT: make simple models	**(moving toy)** WALT: predict how changes will improve the finished product WALT: discuss how moving objects work WALT: to evaluate our own and others work WALT: use digital technology to present finished work WALT: practise skills before using them WALT: use mechanisms to create movement	**(mechanical evaluating products)** WALT: investigate a range of products to see how they work WALT: use what we know about the properties of materials WALT: use models, pictures and words in designs WALT: choose tools and equipment which are appropriate for the job. WALT: combine a number of components together in different ways. WALT: alter and adapt original plan following evaluation	(**build a simple shell structure for a volcano**) WALT: collect and use information to generate ideas WALT: consider how the product will be used WALT: produce step by step plans WALT: model our ideas before making WALT: measure accurately in centimetres and combine materials for strength WALT: discuss what we like and dislike giving reasons	**(air raid shelter)** WALT: make sketches to show other ways of doing things. WALT: to meet an identified need WALT: use various sources of information for designs WALT: carry out tests to see if your design works WALT: make stable and strong joins to stand the test of time WALT: refine and make annotations to the final design	Related to Art and design WALT: draw scaled diagrams with increasing use of ratio WALT: use our knowledge of science and art when designing WALT: make sure that the finished article is carefully finished (ice sculpture) WALT: to produce a simple handbook/manual