

Maple Class DT Plan

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1066 and all that	Arctic Lands	Tombs. Torches and Timekeepers		Eye on Africa	
Textiles – creating and making based on the Bayeux Tapestry	Food and foraging What is foraging? How do forages know what is safe to eat?	Mechanisms – axles and wheeled vehicles – make a model of an Egyptian chariot		Structures – masks	
Generating Ideas – designing	What's in our hedgerows?			Making masks inspired by traditional African crafts - starting with a foil tray as a based and building round this	
Use annotated sketches within the design process	Hedgerow cookery – apple recipes	Generating Ideas – Use annotated sketches and diagrams to design products which are fit for purpose and aimed at a specific audience		Generating Ideas – Use annotated sketches and diagrams to design products which are fit for purpose and aimed at a specific audience	
Create diagrams to support the design process		Making		Making	
Generate and model realistic ideas in discussion with peers		Order and plan out the main stages of making		Order and plan out the main stages of making	
Sequence the main parts of the making process		Select and use a range of tools for cutting, joining, shaping and combining		Select and use a range of tools for cutting, joining,	
Select and use appropriate tools		Combine products with accuracy			
Select and choose materials for the					

practicality and aesthetic purpose Evaluation Test and evaluate materials prior to use to ensure selection is the best it can be Evaluate their own products against design and purpose Textiles Know how to stiffen fabrics Learn how to join fabrics in a range of ways Food Tech Understand that food is produced through farming (rearing animals and growing crops) Understand that people select different diet types for a variety of		Evaluation Evaluate against design and purpose – do the wheels move freely? Is the product stable and sturdy enough for its purpose? Is the decoration appropriate and to the standard intended? Mechanism Understand how wheeled vehicles work Understand the difference between free and fixed axles – if wheels are to be free understand the need for a stopper and be able to attach this Understand the need for a stable	shaping and combining Combine products with accuracy Evaluation Evaluate against design and purpose – do the wheels move freely? Is the product stable and sturdy enough for its purpose? Is the decoration appropriate and to the standard intended? Structures • Develop and use knowledge of how to construct strong, stiff shell structures. • Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D	
--	--	---	---	--

reasons – vegetarian, vegan Explore the recipes of Yottam Ottolenghi		and strong chassis to build from Consider the impact of friction when considering the materials the wheels will be made from		shapes. • Know and use technical vocabulary relevant to the project.	
--	--	---	--	--	--

