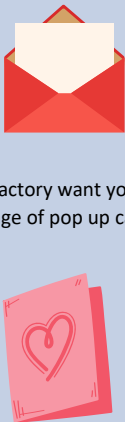


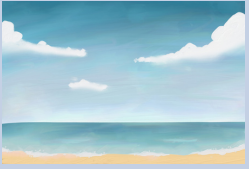




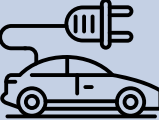








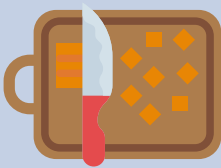






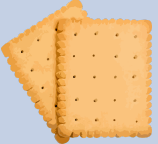



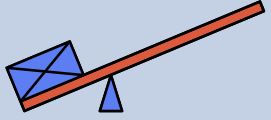






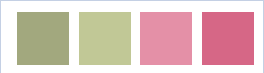







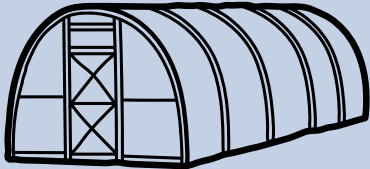
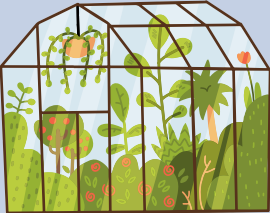


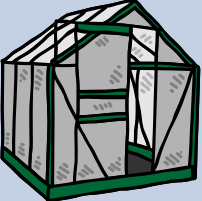




DT MTP	Topic and design focus	Vocabulary	Suggested stimulus	Design skills	Development of ideas	Compare and contrast
<p><b>Phase 2</b> 3 Year Rolling Plan Year A 2023 - 2024 Year A 2025 - 2026</p> <p><b>Spring 2</b></p>	<p>Pop Up Cards</p>	<p>Fold Cut Tab Pop-up Join Mechanism Design Evaluate Lever Flap Hinge Prototype Strengthen</p>	<p>The Card Factory want you to design a range of pop up cards.</p> 	<p>Children will research simple, appealing card designs and talk about what makes them effective.</p> <p>They will draw labelled sketches, practise mechanisms and test simple prototypes. Pupils will select basic tools and materials safely and learn how to strengthen and join paper.</p>	<p>Children will explore which pop-up actions—such as flaps, simple levers or folds—work best for their design.</p> <p>They will consider how to make their card stable and attractive using colour and shape.</p> <p>Pupils will evaluate their ideas and make improvements as they build their final product.</p>	<p><b>cause &amp; effect</b> </p> <p>Children will try different folds and moving parts to see which ones are easiest to use.</p> <p>They will look at a few pop-up cards and spot what is the same and what is different.</p> <p>Pupils will talk about which choices make a card stronger and look nicer.</p>
<p><b>Phase 2</b> 3 Year Rolling Plan Year A 2023 - 2024 Year A 2025 - 2026</p> <p><b>Summer 2</b></p>	<p><b>Textiles: Weaving landscapes</b></p> 	<p>Colour Shade Landscape Seascape Weave Pattern Texture Warp Weft Loom Thread Over-under Material</p>	<p>Mr Aalders Dunthorne needs a piece of artwork to display in the Field study centre focused on our local area. Can we create a landscape through weaving?</p> 	<p>Children will look at landscape pictures and talk about the colours, shapes and textures they can see.</p> <p>They will practise weaving techniques using simple looms and experiment with different materials.</p> <p>Pupils will choose colours and threads to match the features of their chosen landscape.</p> 	<p>Children will think about what a landscape looks like and how to show its features through weaving.</p> <p>They will try different materials to find which ones create the best texture and pattern.</p> <p>Pupils will plan their woven image and make changes as they work to improve it.</p> <p><b>comparison</b> </p>	<p>Children will compare different weaving materials to see which are easiest to use and which look most effective.</p> <p>They will look at woven samples and discuss what is the same and what is different about them.</p> <p>Pupils will talk about how well their weaving shows the landscape and how it could be improved.</p>
<p><b>Phase 2</b> 3 Year Rolling Plan Year A 2023 - 2024 Year A 2025 - 2026</p> <p><b>Spring 1</b></p>	<p><b>Wind powered cars</b> Moving Mechanisms</p> 	<p>Rover Solar Battery Solar panels Claw Axles Chassis Retractable Tyres Wind Propeller Wheel Material</p>	<p><b>culture &amp; community</b> </p> <p>Tesla need you to design a wind powered car.</p> 	<p>Children will talk about what makes a car work well and what features it needs.</p> <p>They will draw simple planning sketches and test different wheels, axles and materials.</p> <p>Pupils will learn how to join parts safely and make sure their car is strong and moves smoothly.</p> 	<p>Children will explore which materials help the car move easily and stay balanced.</p> <p>They will test different propeller or sail shapes to find out which catch the wind best.</p> <p>Pupils will change and improve their model as they discover what works well.</p>	 <p>Children will compare different designs to see which cars move the fastest or furthest.</p> <p>They will look at how different wheels, axles or wind-catching parts affect movement.</p> <p>Pupils will talk about which design is most effective and why.</p>


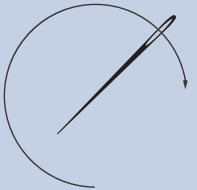










 <b>DT MTP</b>	Topic and design focus	Vocabulary	Suggested stimulus	Design skills	Development of ideas	Compare and contrast
<p><b>Phase 1</b> 3 Year Rolling Plan Year C 2027 - 2028</p> <p><b>Summer 1</b></p>	<p>Zaha Hadid: 3D buildings</p>	<p>Architect Fold Curl Fringe Slits Split Pin Link Design Evaluate 3D Structure Stable</p>	 <p>Zaha Hadid</p> <p>Can you design a building inspired by Zaha Hadid?</p> 	<p>Children will practise drawing simple 3D forms using basic shapes.</p> <p>They will choose tools and materials to cut, fold and join parts safely.</p> <p>Pupils will explore how to make their model stronger and more stable.</p>	<p>Children will look closely at Hadid's style and try out shapes and curves in their own drawings.</p> <p>They will explore ways to show three dimensions by folding, curling and joining paper.</p> <p>Pupils will plan and build a simple structure using the materials available.</p>	<p><b>culture &amp; community</b> </p> <p>How do Zaha Hadid's buildings compare to the ones in our local area?</p> <p><b>change</b> </p>
<p><b>Phase 1</b> 3 Year Rolling Plan Year C 2027 - 2028</p> <p><b>Summer 2</b></p>	<p>Slicing and Dicing: Food preparation</p>	<p>Chop Peel Fruit Vegetable Seed Knife Peeler Hygiene Germs Evaluate Design Healthy Recipe Packaging</p>	 <p>Joe Wicks</p> <p>Can you safely prepare fruits and vegetables?</p> 	<p><b>cause &amp; effect</b> </p> <p>Children will learn how to hold and use tools like knives and peelers safely.</p> <p>They will practise preparing a range of fruits and vegetables using simple techniques.</p> <p>Pupils will talk about what makes a healthy meal and how ingredients can be combined.</p>	<p>Children will explore different ways to prepare and eat fruits and vegetables.</p> <p>They will think about how to keep themselves and their workspace clean and hygienic.</p> <p>Pupils will practise safe slicing techniques to prepare food confidently.</p>	 <p>How are some fruits and vegetables different?</p>

DT MTP	Topic and design focus	Vocabulary	Suggested stimulus	Design skills	Development of ideas	Compare and contrast
<p><b>Phase 3</b> <b>4 Year Rolling Plan</b> Year A 2021 - 2022 Year A 2025 - 2026</p> <p><b>Spring 1</b></p>	<p><b>Food</b> Healthy Biscuits</p> 	<p>Carbohydrate Fats Fibre Nutrients Protein Sugars Dairy Natural, sweetness, Alternative Absorb, Energy Branding Logo Design criteria Market research Demographic</p>	<p><b>change</b> </p> <p>McVities need you to design a new, healthy biscuit.</p> <p><b>challenge</b> </p>	<p>To research and develop a design criteria.</p> <p>To generate annotated sketches and recipes.</p> <p>To investigate and analyse a range of existing products.</p> <p>To apply the principles of a healthy and varied diet to biscuit design.</p> <p>To create visually appealing branding and packaging.</p>	<p>What healthy biscuits are available?</p> <p>How can we substitute ingredients to create a healthier alternative?</p> <p>What can we add to a biscuit to increase it's healthiness?</p> <p>How can we package and brand a biscuit to create an appealing product?</p>	 <p>Which biscuit is the healthiest choice?</p> 
<p><b>Phase 3</b> <b>4 Year Rolling Plan</b> Year A 2021 - 2022 Year A 2025 - 2026</p> <p><b>Spring 2</b></p>	<p><b>Levers and Pulleys</b></p>	<p>Lever Pulley Force Movement Pivot Swing Turn Join Lift,</p>	 <p>The Pleasure Beach needs us to design a new, moving ride.</p> 	<p>To research and develop a design criteria.</p> <p>To generate annotated diagrams and prototypes.</p> <p>To use a range of construction, joining and linking systems.</p> <p>To evaluate an end product against a design criteria.</p>	 <p>What movements do current theme park rides use?</p> <p>How could we build a moving prototype using the resources available?</p> <p>How could we improve our ride?</p> 	<p><b>cause &amp; effect</b> </p> <p>How are different movements made?</p>

 <b>DT MTP</b>	Topic and design focus	Vocabulary	Suggested stimulus	Design skills	Development of ideas	Compare and contrast
<p><b>Phase 3</b>  <b>4 Year Rolling Plan</b>  Year A 2021 - 2022  Year A 2025 - 2026</p> <p><b>Summer 2</b></p>	<p><b>Textiles</b>  Dyes and Resists</p>	<p>Sustainable  Fashion  Fashionable  Trend  Appeal  Research  Textile  Marble  Paisley  Impressionist  Abstract  Illusion  Mood board  Batik  Dye  Resist  Marbling</p>	 <p>Tate Modern want us to design a range of sustainable bags inspired by modern artists.</p>  	<p>To research the range of products available and construct a design criteria for a functional, appealing product.</p> <p>To explore a range of techniques for using resists on fabrics.</p> <p>To use sewing techniques.</p> <p>To evaluate an end product based on design criteria.</p>	 <p>What will make my product stand out from others?</p> <p>How can I use resists to create an effective pattern?</p> <p>How can I use sewing techniques to create a functional bag?</p> 	 <p>How do different resist techniques create different end products?</p>
<p><b>Phase 3</b>  <b>4 Year Rolling Plan</b>  Year B 2022 - 2023  Year B 2026 - 2027</p> <p><b>Autumn 2</b></p>	<p><b>Dioramas using cams</b></p>	<p>Mechanism  Cam  Linkage  Follower  Rotary  Linear  Dowelling  Oval  Pentagon  cut-out spiral  Tradition egg-shaped  X shaped  Circular  Heart shaped  Sturdy  Balance  Base</p>	<p>Smyths toys needs us to design a moving toy.</p> 	 <p>To research and develop a design criteria.</p> <p>To generate annotated diagrams and prototypes.</p> <p>To use a range of construction, joining and linking systems.</p> <p>To evaluate an end product against a design criteria.</p>	<p>What products are available and how do they work?</p> <p>What themes would be suitable for a moving diorama?</p> <p>How can we use different shaped cams for different effects?</p> <p>How does our end product compare to our design criteria?</p>	 <p>How does the shape of a cam change the effect of the diorama?</p>

 DT MTP	Topic and design focus	Vocabulary	Suggested stimulus	Design skills	Development of ideas	Compare and contrast
<p><b>Phase 3</b> <b>4 Year Rolling Plan</b> Year B 2022 - 2023 Year B 2026 - 2027</p> <p><b>Spring 2</b></p>	<p><b>Structures</b> Greenhouses</p>	<p>Transparent Translucent Opaque Structure Suitable Geometric Stability Gable Flat arch Tunnel Dome Tri-penta Sawtooth Skillion Uneven A-frame Ridge and furrow Gothic Shade house Lean to and igloo Frame Panes</p>	 <p>B &amp; Q need us to design a new range of greenhouses.</p> 	<p><b>comparison</b> </p> <p>To research and develop a design criteria.</p> <p>To investigate how different shapes create stronger structures.</p> <p>To explore suitable materials for transparency.</p> <p>To select from available materials to construct a stable structure.</p>	<p><b>chronology</b> </p> <p>What features are essential for a greenhouse?</p> <p>What shapes will create the strongest form?</p> <p>Which materials are suited to this construction?</p>	 <p>Which shapes will create the strongest and most visually appealing greenhouse?</p>
<p><b>Phase 3</b> <b>4 Year Rolling Plan</b> Year B 2022 - 2023 Year B 2026 - 2027</p> <p><b>Summer 2</b></p>	<p><b>Textiles</b> Clothing Design</p>	<p>Geometric Fauvism Divisionism Cubism Miniskirt Women's liberation Abstract Cocktail dresses A line</p>	 <p>The Sewing Bee need us to design a clothing range inspired by a decade of history.</p> 	<p>To use research to develop a design criteria for a visually appealing product.</p> <p>To generate annotated sketches and pattern pieces.</p> <p>To use a range of sewing techniques.</p> <p>To evaluate ideas and end products.</p>	<p><b>change</b> </p> <p>What are the key features of fashion from this decade?</p> <p>What designs can be inspired by this decade?</p> <p>What sewing techniques will be required?</p> <p>Does our end product meet the brief?</p>	 <p>How do fashions from different decades compare?</p>

 <b>DT MTP</b>	<b>Topic and design focus</b>	<b>Vocabulary</b>	<b>Suggested stimulus</b>	<b>Design skills</b>	<b>Development of ideas</b>	<b>Compare and contrast</b>
<p><b>Phase 3</b>  <b>4 Year Rolling Plan</b>            Year C 2023 - 2024            Year C 2027 - 2028</p> <p><b>Autumn 2</b></p>	<p><b>Textiles</b>            Celebration            Decorations</p> 	<p>Running stitch            Blanket stitch            Cross stitch            Couching stitch</p>	 <p>John Lewis need us to design and sew a Christmas tree or celebration ornament.</p>  	<p>To use research to develop a design criteria for a visually appealing product.</p> <p>To generate annotated sketches.</p> <p>To use a range of sewing techniques.</p> <p>To brand and package an end product.</p> <p>To evaluate ideas and end products</p>	<p>What is a popular Christmas decoration theme?</p> <p>What will my design need to include to be successful?</p> <p>What stitching techniques will I use?</p> <p>How can I promote my end product using branding?</p>	<p><b>comparison</b> </p> <p>Which sewing techniques are best for different parts of our decoration?</p> 
<p><b>Phase 3</b>  <b>4 Year Rolling Plan</b>            Year C 2023 - 2024            Year C 2027 - 2028</p> <p><b>Spring 1</b></p>	<p><b>Food</b>            Soups</p>	<p>Slice            chop            Vegetable            Nutrients            Ingredients            Healthier            Choice            Carbohydrates            Source            Protein            Lentils            Additional</p>	<p>Gordon Ramsay needs our help to bring out a range of soups.</p> 	<p>To research and test different products.</p> <p>To generate recipe ideas by applying the principles of healthy and varied diets.</p> <p>To safely prepare vegetables.</p> <p>To brand and package an end product.</p> <p>To evaluate ideas and end products.</p>	<p><b>cause &amp; effect</b> </p> <p>How can we make a healthier alternative?</p> <p>How can we safely use utensils?</p> <p>How can we brand and package a soup?</p> <p>Does our end product meet our design criteria?</p>	 <p>How can we create a healthier soup alternative?</p>

DT MTP	Topic and design focus	Vocabulary	Suggested stimulus	Design skills	Development of ideas	Compare and contrast
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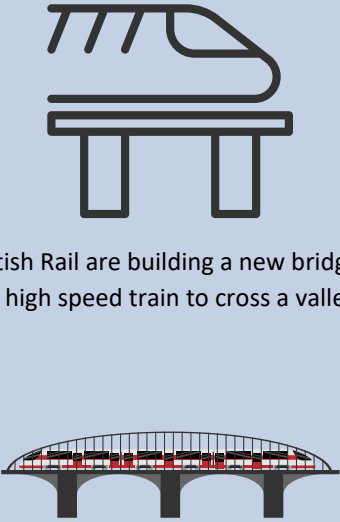
Phase 3  
4 Year Rolling Plan  
Year C 2023 - 2024  
Year C 2027 - 2028  
Spring 2

Structures  
Bridges



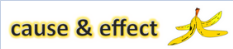
Pier  
Truss  
Pillar  
Parapet  
Abutment  
Deck  
Compression  
Gravity  
Pillars  
Force  
Tension  
Lattice  
Pratt  
Warren  
Beam  
Arch


British Rail are building a new bridge for a high speed train to cross a valley.



To research different bridge structures.  
To explore how different shapes create stronger structures.  
To choose suitable materials to build structures.  
To test and evaluate an end product.

What types of bridge structures are there?  
Which shapes and lattices create stronger bridges?  
What will our bridge design look like?  
How does our bridge design suit the requirements?



**comparison** 

Why are some bridges suited to certain purposes?

Phase 3  
4 Year Rolling Plan  
Year D 2024 - 2025  
Year D 2028 - 2029  
Autumn 2


Woodwork  
Mazes



Strengthen  
Stiffen  
Reinforce  
Aesthetic  
Functional  
Design criteria  
Cutting  
Joining  
Finishing  
Evaluate  
Cost effective  
Costing  
Hinge  
Bracket

Hasbro games need our help designing a battery-free wooden toy.



**comparison** 

To research available products.  
To generate annotated diagrams.  
To select from materials to create a suitable wooden toy.  
To brand and package an end product.  
To evaluate an end product against a design criteria.

What are the features of a wooden maze?  
What will our wooden maze look like?  
How will we suitable construct a wooden maze?  
How can we brand and package a wooden maze?



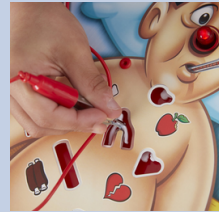
How can we create a unique wooden maze toy?

**Phase 3**  
**4 Year Rolling Plan**  
 Year D 2024 - 2025  
 Year D 2028 - 2029

**Spring 1**

**Electrical Games**

Wire  
 Electricity  
 Battery  
 Cell  
 Buzzer  
 Light  
 Movement  
 Linkage  
 Purpose oining  
 Finishing  
 Evaluate  
 Cost effective  
 Costing,



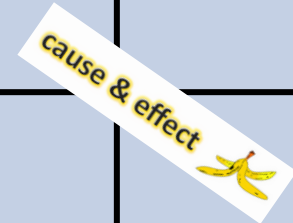
Hasbro games need our help designing the new version of Operation.



To research available products.  
 To generate annotated diagrams.  
 To successfully build circuits using electrical systems.  
 To brand and package an end product.  
 To evaluate an end product against a design criteria.

What are the features of an electrical game?  
 How will our electrical game be innovative?  
 How will we build a successful circuit?  
 How can we brand and package our product?

What different circuits can we build to meet our needs?



**Phase 3**  
**4 Year Rolling Plan**  
 Year D 2024 - 2025  
 Year D 2028 - 2029

**Summer 1**

**Food**  
 Healthy Breads

Nutrients  
 Minerals  
 Healthy Alternative,  
 Carbohydrates Proteins  
 Slow releasing  
 Whole meal  
 White,  
 Fibre  
 Preservatives



Hovis want our help to design a range of healthy breads and rolls.



To research and test a range of available products.  
 To generate sketches, annotated recipes and ideas for a product.  
 To safely prepare cooked breads.  
 To evaluate an end product.

What products are available?  
 How can we create an improved product?  
 How can we safely bake bread?  
 How does our final product compare to current products?

What can we add to bread to make it an healthier option?

