



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1						
Term 2	Structures - Playgrounds Lesson 1: Design a new	Structures - Playgrounds	Structures - Playgrounds	Structures - Playgrounds		
	playground LO: To design a	Lesson 2: Building structures	Lesson 3: Perfecting structures	Lesson 4: Playground landscapes		
	playground with a variety of structures. • KS2:DT D 1 KS2:DT D	LO: To build a range of structures. KS2:DT D 2 KS2:DT E 1	LO: To improve and add detail to structures	LO: To create the surrounding landscape.		
	2 KS2:DT E 1 KS2:DT E 2	KS2:DT M 1 KS2:DT M 2 KS2:DT E 2 KS2:DT TK 1	KS2:DT D 2 KS2:DT M 1 KS2:DT M 2 KS2:DT E 2 KS2:DT TK 1	KS2:DT D 1 KS2:DT D 2 KS2:DT M 1 KS2:DT M 2		
	 Big Idea (Aspect): Humankind (Everyday Products) 	Big Idea (Aspect):Humankind (Everyday	Big Idea (Aspect):	 Big Idea (Aspect): Humankind (Everyday Products) 		
	Investigation (Evaluate)	Products) Significance (Significant People)	Humankind (Everyday Products)	Materials (Materials for Purpose) Creativity (Structures)		
	Comparison (Compare & Contrast)	Materials (Materials for Purpose) Creativity (Structures)	Materials (Materials for Purpose) Creativity (Structures)	Creativity (Structures)		





		Investigation (Investigation) Investigation (Evaluate)	Investigation (Investigation)	Investigation (Investigation) Investigation (Evaluate)
Term 3				
Term 4	DT: Electrical systems – Steady hand game.	DT: Electrical systems – Steady hand game.	DT: Electrical systems – Steady hand game.	DT: Electrical systems – Steady hand game.
	Lesson 1: Developing through play.	Lesson 2: Game plan	Lesson 3: Base building	Lesson 4: Electronics and assembly
	L.O. To research and analyse a range of children's toys	L.O. To design a steady hand game	L.O. To construct a stable base	L.O. To assemble electronics and complete
	KS2:DT E 3 KS2:DT E 1	KS2:DT D 1 KS2:DT D 2 KS2:DT E 2 KS2:DT TK 3	KS2:DT D 2 KS2:DT M 1 KS2:DT E 2	an electronic game KS2:DT D 2 KS2:DT M 1
	Big Idea (Aspect):	Big Idea (Aspect):Processes (Electricity)	Big Idea (Aspect):	KS2:DT TK 3 KS2:DT E 2
	Significance (Significant People)	Processes (Mechanisms and movement)	Humankind (Everyday Products)	Big Idea (Aspect): Processes (Electricity)
	Comparison (Compare & Contrast)		Materials (Materials for Purpose)	Processes (Mechanisms and movement)





	Humankind (Everyday Products)	Significance (Significant People) Humankind (Everyday Products) Materials (Materials for Purpose) Investigation (Investigation) Investigation (Evaluate)		Humankind (Everyday Products) Humankind (Staying Safe) Investigation (Evaluate)	
Term 5					
Term 6	DT: Food – Come dine with me. Lesson 1: Three ingredients; three courses LO: To research and design a three-course meal	DT: Food – Come dine with me. Lesson 2: To start LO: To understand where food comes from.	DT: Food - Come dine with me. Lesson 3: The main course LO: To write up recipes. KS2:DT CN 1 KS2:DT CN 2 KS2:DT CN 3	DT: Food - Come dine with me. Lesson 4: Dessert LO: To prepare a meal using a recipe. KS2:DT CN 1 KS2:DT CN 2 KS2:DT CN 3	





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KS2:DT D 1 KS2:DT D 2	KS2:DT CN 2 KS2:DT CN 3	KS2:DT M 1 KS2:DT M	KS2:DT M 1 KS2:DT M	
KS2:DT CN 1	KS2:DT M 1 KS2:DT M 2	2 KS2:DT E 2	2 KS2:DT E 2	
	KS2:DT E 2			
Big Ideas (Aspect):		Big Ideas (Aspect):	Big Ideas (Aspect):	
	Big Ideas (Aspect):			
Nature (Food	8	Nature (Food preparation	Nature (Food preparation	
preparation and	Nature (Food preparation	and cooking)	and cooking)	
cooking)	and cooking)	Notes (Notes de la con)	Notes (Notes de la con)	
<i>5.</i>		Nature (Nutrition)	Nature (Nutrition)	
Nature (Nutrition)	Nature (Nutrition)	Nature (Origin of food)	Nature (Origin of food)	
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Creativity (Generation	Nature (Origin of food)			
of ideas)		Creativity (Generation of	Creativity (Generation of	
	Creativity (Generation of	ideas)	ideas)	
	ideas)			
		Investigation	Investigation	
	Investigation	(Investigation)	(Investigation)	
	(Investigation)			
	,	Investigation (Evaluate)	Investigation (Evaluate)	
	Investigation (Evaluate)			
	investigation (Evaluate)	Humankind (Safety)	Humankind (Safety)	
	Harris and the different sections	(Surety)	(Surety)	
	Humankind (Safety)			