

## Overview D.T. Termly Units

	Term 1	Term 2	Term 3
1	<p>Textiles - What can you learn from a textile tree? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- joining fabrics to create a whole class tree.</li> </ul>	<p>Mechanisms – What part of your picture should move? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- using sliders and levers in a picture book.</li> </ul>	<p>Food – What fruits would be good in your salad? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- designing and making a fruit salad.</li> </ul>
2	<p>Structures – How will your Roly-Poly move? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- making a string stable structure from card.</li> </ul>	<p>Food – How can you make fruit and vegetables interesting to eat? (QCA)</p> <ul style="list-style-type: none"> <li>- find different ways to present fruit/veg in salads. Blend fruit to make a smoothie.</li> </ul>	<p>Mechanisms – Will your vehicle sink into the sand? Vehicles (QCA)</p> <ul style="list-style-type: none"> <li>- using wheels and axles</li> </ul>
3	<p>Food – How could you entice people to buy your sandwiches? (QCA)</p> <ul style="list-style-type: none"> <li>- look at range of sandwich fillings.</li> </ul>	<p>Textiles – How should you puppets tell their story? (Boudicca) (Nuff. Primary Solutions and QCA).</p> <ul style="list-style-type: none"> <li>- design and make puppets for a familiar story.</li> </ul>	<p>Mechanisms – How will your monster open its mouth? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- use pneumatics to create movement</li> </ul>
4	<p>Structures – Does this game stop you from being bored? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- constructing strong shell structures using 3D nets.</li> </ul>	<p>Electrical – How will you light up your dragon? (QCA – torches)</p> <ul style="list-style-type: none"> <li>- simple circuits</li> </ul>	<p>Food – What shape will your pastry be? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- designing and making a fruit tart.</li> </ul>
5	<p>Mechanisms – Will my weapon destroy the egg? (QCA)</p> <ul style="list-style-type: none"> <li>- controlled vehicles adding weapon using pulleys, gears, hydraulics, pneumatics.</li> </ul>	<p>Textiles – where would you put your money?</p> <ul style="list-style-type: none"> <li>- garment of clothing for a highwayman</li> </ul>	<p>Food – Can you create a Greek showpiece?</p> <ul style="list-style-type: none"> <li>- create a fruit or veg salad, some grilled meat and accompaniments (Summer)</li> </ul>
6	<p>Food – How artistic will your bread be? Bread (QCA).</p> <ul style="list-style-type: none"> <li>- design a bread of their own</li> </ul>	<p>Structures – Should your creature be piece of friendly? (Nuff. Primary Solutions)</p> <ul style="list-style-type: none"> <li>- using 3d frame to construct creature (Link to Mayan Gods).</li> </ul>	<p>Electrical – Which ride will you go on?</p> <ul style="list-style-type: none"> <li>- fairground – construction kits and computer control</li> </ul>