

DT Long Term Map

	AUT 1	AUT 2	SPR 1	SPR 2	SUM 1	SUM 2
Y1	<u>All about me</u>	<u>Our Place</u>	<u>Town and Countryside</u> Design and create a sandwich for a countryside picnic.	<u>First steps</u> Use sliders/levers to make a rocket model	<u>Hot and Cold</u>	<u>Everyday Heroes</u> Explore axles to make an emergency vehicle
Y2	<u>Wonderful Wigan</u>	<u>The United Kingdom</u>	<u>City Sights</u> Design and make a smoothie	<u>London's Burning</u> Design and make a strong free standing structure	<u>Home and Away</u>	<u>Significant people</u> Make an animal sock puppet
Y3	<u>Westfield Village</u> Design and make a greetings card with moving parts	<u>Stone Age Britain</u>	<u>Volatile Earth</u>	<u>Roman Rule</u> Design, make and evaluate a Roman purse	<u>Lands End to John O'Groats</u> Simple pneumatics to make a moving sign	<u>Roman Wigan</u>
Y4	<u>Ancient Civilisations</u> <u>Ancient Egyptians</u> Packaging for a gift	<u>Raging Rivers</u> Use a CAM mechanism to design, make a moving toy	<u>River Nile</u>	<u>Invaders and Settlers</u>	<u>Fascinating Forests</u>	<u>Fascinating Forests</u> Create a Vegetarian burger.
Y5	<u>Name that Place</u> Investigate joining frame structures to design and make small scale bird hide.	<u>Vikings and Anglo Saxons</u>	<u>Mountain High</u>	<u>Food, Glorious food.</u>	<u>Ancient Greece</u> Design, make and evaluate a tote bag. Sewing actual bag together- decorate with fabric paint	<u>Power of the Monarchs</u> Using input and output pneumatics to make a moving toy
Y6	<u>Mill Child</u>	<u>Capitals of Culture</u> Design, make and evaluate an electrical game.	<u>World War II</u> Strengthen, stiffen, reinforce materials to build strong Anderson shelter structure		<u>Tourist Trail</u>	<u>Mayan</u> Prepare and cook typical Mayan food.