DT MEDIUM TERM PLAN (MTP) YEAR 6 2020: Taught 2nd Half of each term

DT MTP Y6	Autumn 2: 7 WEEKS	Spring 2: 6 WEEKS	Summer 2: 6 WEEKS
Taken from the Year	Topic Title: Anderson Shelters Key knowledge: DT2/1.2a: To select from and use a wider range of tools and equipment to perform	Topic Title: Chinese Technology Key knowledge: DT2/1.4a: To apply their understanding of how to	Topic Title: Bridges/ construction and Food from the Middle East. Contruction Cooking & Nutrition
group curriculum map	range of tools and equipment to perform practical tasks accurately DT2/1.2b: To select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities DT2/1.3 Evaluate DT2/1.3a: To investigate and analyse a range of existing products DT2/1.3b To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work DT2/1.3c: To understand how key events and individuals in design and technology have helped shape the world Key Skills: Researching Planning Designing Building Evaluating	strengthen, stiffen and reinforce more complex structures DT2/1.4b: To understand and use mechanical systems in their products DT2/1.4c: To understand and use electrical systems in their products DT2/1.4d: To apply their understanding of computing to programme, monitor and control their products. DT2/1.1b To generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design DT2/1.1a: To use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups DT2/1.2b: To select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities DT2/1.3b: To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work Key Skills: Design Make Evaluate Technological knowledge	Key knowledge: DT2/1.4a: To apply their understanding of how to strengthen, stiffen and reinforce more complex structures DT2/1.4b: To understand and use mechanical systems in their products DT2/2.1a: To understand and apply the principles of a healthy and varied diet DT2/2.1b: To cook a repertoire of predominantly savoury dishes so that they are able to feed themselves and others a healthy and varied diet DT2/2.1c: To become competent in a range of cooking techniques [for example, selecting and preparing ingredients; using utensils and electrical equipment; applying heat in different ways; using awareness of taste, texture and smell to decide how to season dishes and combine ingredients; DT2/2.1c: To understand the source, seasonality and characteristics of a broad range of ingredients Key Skills: Research middle eastern food Annotate Plan Design Make Evaluate Cooking and nutrition
	Key vocabulary: WW1, Anderson shelters, Great Britain, research, plan, design, build, construct, evaluate, comment	Key vocabulary: Shang dynasty, China, research, chariots, engineers, plan, design, construct, test, materials, discuss, comment, evaluate	Middle East, countries, food, culture, nutrition, research, annotate, plan, design, food, ingredients, healthy, eating, cooking, baking, balanced diet
Lesson 1	Lesson objective (s): To research Anderson shelters.	Lesson objective (s): To research modes of transport during Shang dynasty.	Lesson objective (s): To design an architectural monument

	Brief outline of main tasks:	Duinf autilia a familia taska	Brief outline of main tasks:
	 Learn about what Anderson shelters were used for. Explore pictures of Anderson shelters and what are included in them. Quick a labelled diagram of an Anderson Shelter. 	 Explore modes of transport during the Shang dynasty. Understand the use of chariots and how they were created. Explore a range of different chariot designs and how the movement can work. Draw and label a chariot from research. 	 Understand what an architectural monument is and locate famous monuments in European cities. What do they notice about them? What design features can they identify in the monuments. Design an architectural monument and label clearly and specifically with materials needed. Measurements are essential in the designs.
Lesson 2	Lesson objective (s): To design a 3D model of an Anderson shelter. Brief outline of main tasks: Design a 3D model of an Anderson shelter. Explore different levels of structure. Label the designs.	Lesson objective (s): To design a wheeled chariot. Brief outline of main tasks: • Understand the use of chariots and how they were created. Explore a range of different chariot designs and how the movement can work. • Begin to design a wheeled chariot with working mechanisms.	Lesson objective (s): To construct a bridge Brief outline of main tasks: • Explore a variety of different bridges, and the way that they are constructed. Links to trade. • Groups will design a bridge • and create it using only newspaper and sellotape. • Award points for tallest, longest, greenest, strongest bridge. • Evaluate the different ways that each group constructed their bridge, and potential ways to improve it.
Lesson 3	Lesson objective (s):	Lesson objective (s):	Lesson objective (s):

	To plan materials needed to build a 3D model. Brief outline of main tasks: • Plan and gather the materials needed for 3D model. • First designs of 3D model and materials needed. Use a flat landscape to begin - cardboard/shoebox.	To plan materials needed for the design and build. Brief outline of main tasks: • First designs of 3D model and materials needed. • What materials will be needed to create the outer shape of the chariot? Begin the construction.	To research middle Eastern food. Brief outline of main tasks: • Explore foods from Middle East. • Which countries are part of the Middle East? • What foods do they eat? • Pupils to list down the different types of foods. • Discuss diet.
Lesson 4	Lesson objective (s): To compete a 3D model. Brief outline of main tasks: Design and place Anderson shelter within 3D model. Paint the model and make sure there is detail within the shelter. (if 'look inside' make sure all details are included.	Lesson objective (s): To complete the construction of a wheeled chariot. Brief outline of main tasks: First designs of 3D model and materials needed. What materials will be needed to create the outer shape of the chariot? Begin the construction Construct a working mechanism for the chariot (eg. moving wheels).	Lesson objective (s): To design and plan a Middle Eastern meal. Brief outline of main tasks: Understand what Middle Eastern cuisine is and its characteristics. Explore a variety of different recipes and what is included. Design a meal plan for a family of 4 for a week, using recipes.
Lesson 5	Lesson objective (s): To compete a 3D model. Brief outline of main tasks: • Design and place Anderson shelter within 3D model. Paint the model and make sure	Lesson objective (s): (continued from last lesson) To complete the construction of a wheeled chariot. Brief outline of main tasks: • First designs of 3D model and materials needed.	Lesson objective (s): To develop cooking skills. Brief outline of main tasks: • Make a Middle Eastern dish to explore cooking utensils and basic cooking skills.

	there is detail within the shelter. (if 'look inside' make sure all details are included. • Make sure that model is completed in this lesson.	 What materials will be needed to create the outer shape of the chariot? Begin the construction Construct a working mechanism for the chariot (eg. moving wheels). 	Explore how to taste and season food.
Lesson 6	Lesson objective (s): To use textiles to enhance my 3D model. Brief outline of main tasks: • How can the 3D models be enhanced by using some textiles to create texture within the model? Can you use textiles for above ground? Below ground? Within shelter? • Challenge: can there designs be enhanced with one of two working implements in the model. eg. Moving door?	Lesson objective (s): To evaluate my projects this term. Brief outline of main tasks: Evaluate skills learnt and evaluate objects and models created this term in DT. INCLUDE: FINAL PRODUCT / ASSESSMENT AND EVALUATIONS	Lesson objective (s): To evaluate my projects this term. Brief outline of main tasks: Evaluate skills learnt and evaluate objects and models created this term in DT. INCLUDE: FINAL PRODUCT / ASSESSMENT AND EVALUATIONS
Lesson 7	Lesson objective (s): To evaluate my projects this term. Brief outline of main tasks: Evaluate skills learnt and evaluate objects and models created this term in DT.	TERM END	TERM END

	INCLUDE: FINAL PRODUCT / ASSESSMENT AND EVALUATIONS			
Lesson 8	TERM END			