HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL
DESIGN AND TECHNOLOGY MEDIUM TERM PLAN TERM 3

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Owl **Textiles: Bookmarks**	**Exploring threading and weaving** To develop their threading and weaving skills by exploring different materials and objects	**Paper weaving** To explore weaving techniques, using a weaving base and paper strips.	**Sewing with hessian** To develop their threading skills using wool through hessian fabric.	**Designing bookmarks** To learn about the history of the bookmark back in Victorian times and compare them to modern-day styles.	**Creating bookmarks** To plan and sew their bookmark design using hessian fabric and thread.	**Evaluating bookmarks** To reflect and evaluate each other's bookmarks - paper versus fabric designs.
Hedgehog **Textiles: Puppets**	**Joining fabrics** To join fabrics together using different methods		**Designing my puppet** To use a template to create my design	**Making and joining my puppet** To join two fabrics together accurately	**Decorating my puppet** To embellish my design using joining methods.	**POP Task**
Fox						
Badger **Digital world: Wearable technology**	**Evaluating wearable technology** To research and evaluate existing products.	**Light-up wearables** To develop design criteria.	**Programming wearable technology** To use code to program and control a product.	**Product concept** To develop and communicate ideas.	**Point of sale displays** To develop ideas through computer-aided design.	**Focus groups** To improve a design based on feedback.
Otter						

Robin **Mechanical Systems: Gears and pulleys**	**Gears** To understanding how and why they are used and making and evaluating gears from different materials	**Improving your gear design** Using a template to space gear teeth evenly and evaluating the new design.	**Pulleys** Understanding how and why they are used and making a pulley system from a design brief.	**Eco-gadget bike project: Market research** Exploring how exercise machines can generate electricity and conducting market research to discover other useful tasks an eco-gadget bike could perform.	**Eco-gadget bike project: Design** Developing design criteria from a problem statement and designing an eco-gadget bike that meets those criteria.	
Deer						