HIGH LITTLETON CHURCH OF ENGLAND PRIMARY SCHOOL
DESIGN AND TECHNOLOGY MEDIUM TERM PLAN TERM 4

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Owl						
Hedgehog						
Fox **Cooking & Nutrition: Balanced Diet**	**Food groups** Sorting foods to discover the food groups.	**Balanced meals** Designing a menu with dishes containing different food groups.	**Preparing ingredients** Practising cutting, grating, snipping and spreading skills.	**Taste testing** Responding to a design brief and taste testing ingredients.	**Planning recipes** Designing different wraps with a balance of ingredients.	**Creating and evaluating wraps** Making and evaluating a wrap based on a design brief.
Badger						
Otter **Mechanical Systems: Mechanical cars**	**Prototype one: Inclined plane** To build a simple prototype car chassis.	**Prototype two: Slingshot car** To build a prototype of a sustainable slingshot car chassis.	**Prototype three: Wind-up car** To build a prototype of a durable slingshot car chassis.	**Mechanical toy car kit: Designing** **To design a mechanical toy car.**	**Mechanical toy car kit: Making and evaluating** To make a mechanical toy car from a kit.	**POP Task**
Robin						
Deer **Structure: Playgrounds**	**Playground design** Generating ideas for a playground structure and understanding constraints.	**Designing structures with Tinkercad** Using 3D Computer-Aided Design to make a prototype of a playground structure.	**Making a prototype** Using a range of tools and materials to construct a prototype of a structure.	**Finishing a prototype** Understanding how finishes improve the function and appearance of a structure.	**Prototype evaluation** Understanding how to evaluate a structural prototype.	**POP Task**