



Year Group	Term	Theme	Theme Title	No.of weeks	Trip	Parental Engagement
2	Spr1	Enabling Enterprise	School of Design	6	Non-trip unit	
Launch		Explore		Energise		Celebrate
Ideas generation: Go on a tour of the school, looking at design in particular. Photograph areas to focus on. Come up with ideas for a redesign. Ask others what they think of their design ideas.		Developing and finalising ideas: Create a blueprint. Plan a short presentation to ask for planning permission and get feedback on the design.		Production: Plan what materials are needed for the model. Build a model of the redesign. Decorate the model.		Celebration and reflection: Prepare to talk about the design. Hold an exhibition of the models .Reflect on the skills developed in the project.

Skills covered						
Design and Technology	Citizenship	Art	IT	British Values	Geography	Outdoors
Dt11 Identify a purpose for what they intend to design and make Dt12 Identify simple design criteria then plan what to do next, using a variety of methods Dt13 Observe and take account of properties of materials when deciding how to cut, shape, combine and join them Dt14 Identify what they could have done differently or how they could improve their work in the future Dt20 Talk about their ideas, saying what they like and dislike, and evaluate against their design criteria	Ci3 Consider ways of looking after the school or community and how to care for the local environment Ci5 Express views and take part in decision-making activities to improve their immediate environment or community Ci6 Take turns and share as appropriate	Ar15 Drawing Experiment with the visual elements of line, shape, pattern and colour Ar16 Drawing Work out ideas for drawings in a sketchbook Ar20 3-D Form Experiment with, construct and join recycled, natural and man-made materials more confidently	Ict3 Collect, sort, record and represent information to inform investigations and designs Ict10 Use ICT to communicate with unknown audiences	BV4 Recognise their own rights and responsibilities BV5 Value their own talents	Ge17 Use simple compass directions	Oa6 Work increasingly cooperatively with others, identifying where they are by using simple plans and diagrams of familiar environments and discussing how to follow trails and solve problems