




Cycle B Art and Design and Technology Whole School Spring 2

	Year 1/2	Year 3/4	Year 5/6
Spring 2	<div>Vehicles</div> <div></div> <div><p>To investigate a variety of vehicles and their uses and features.</p><p>To investigate wheels, axles and chassis.</p><p>To be able to investigate ways of creating and decorating the body of a vehicle.</p><p>To be able to design a vehicle.</p><p>To be able to make a vehicle based on a design.</p><p>To be able to evaluate a finished product.</p></div>	<div>Making Mini Greenhouses</div> <div></div> <div><p>To explore existing greenhouses</p><p>To investigate stable structure</p><p>To investigate materials for making a mini greenhouse</p><p>To design a mini greenhouse</p><p>To make a mini greenhouse</p><p>To evaluate a finished product</p></div>	<div>Programming Pioneers</div> <div></div> <div><p>To explain how computers and computer programs are used in a variety of products.</p><p>To develop ideas for a product with an embedded computer system that controls it.</p><p>To develop, model and communicate ideas for an embedded system which monitors and controls a door, a room or both.</p><p>To develop ideas for a product and start to write programs to monitor and control them.</p><p>To model and communicate ideas, using either prototype models or computer-aided design.</p></div>