

HORNSEA BURTON AND SKIPSEA FEDERATION MEDIUM TERM PLAN

SUBJECT: KS2 DT & PE

OBJECTIVE	MILESTONE INDICATORS	BASIC ACTIVITIES	ADVANCED ACTIVITIES	DEEP ACTIVITIES	RESOURCES
Understand the history of animation Create a flip book	<p>DT Milestone 2 To master practical skills - Materials Cut materials accurately & safely by selecting appropriate tools Apply appropriate cutting & shaping techniques that include cuts within the perimeter of the material. Select appropriate joining techniques. To master practical skills - Computing Control & monitor models using software designed for this purpose. To master practical skills - Construction Strengthen materials using suitable techniques. To design, make, evaluate & improve Design with purpose by identifying opportunities to design. Make products by working efficiently. Refine work & techniques as work progresses, continually evaluating the product design.</p>	Basic stickman moving.	Picture effectively gradually changing position.	More than one object interacting.	IW PowerPoint, IW Making of W&G, animal drawing book, card, plastercine, boxes, paint, iPad
Make a model	<p>To design, make, evaluate & improve Design with purpose by identifying opportunities to design. Make products by working efficiently. Refine work & techniques as work progresses, continually evaluating the product design. Use software to design and represent product designs. To take inspiration from design throughout history Identify some of the great designers in all of the areas of study to generate ideas for designs. Improve upon existing designs, giving reasons for choices. Milestone 3 To master practical skills - Materials Cut materials with precision & refine the finish with appropriate tools. Show an understanding of the qualities of materials to choose appropriate tools to cut and shape. To master practical skills - Computing Write code to control & monitor models or products. To master practical skills - Construction Develop a range of practical skills to create products. To design, make, evaluate & improve Design with the user in mind, motivated by the service a product will offer. Make products through stages of prototypes, making continual refinements. Ensure products have a high quality finish, using art skills where appropriate. Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.</p>	With support, make a basic animal model.	Make an animal model.	Make a model with awareness of its motion.	
Create set	<p>Use software to design and represent product designs. To take inspiration from design throughout history Identify some of the great designers in all of the areas of study to generate ideas for designs. Improve upon existing designs, giving reasons for choices. Milestone 3 To master practical skills - Materials Cut materials with precision & refine the finish with appropriate tools. Show an understanding of the qualities of materials to choose appropriate tools to cut and shape. To master practical skills - Computing Write code to control & monitor models or products. To master practical skills - Construction Develop a range of practical skills to create products. To design, make, evaluate & improve Design with the user in mind, motivated by the service a product will offer. Make products through stages of prototypes, making continual refinements. Ensure products have a high quality finish, using art skills where appropriate. Use prototypes, cross-sectional diagrams and computer aided designs to represent designs. To take inspiration from design throughout history Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.</p>	Use a box & paint a basic set.	Paint a set with reference to the movement of the animal model.	Paint a set with reference to the filming.	
Make an animation film	<p>To master practical skills - Computing Write code to control & monitor models or products. To master practical skills - Construction Develop a range of practical skills to create products. To design, make, evaluate & improve Design with the user in mind, motivated by the service a product will offer. Make products through stages of prototypes, making continual refinements. Ensure products have a high quality finish, using art skills where appropriate. Use prototypes, cross-sectional diagrams and computer aided designs to represent designs. To take inspiration from design throughout history Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. Create innovative designs that improve upon existing products. Evaluate the design of products so as to suggest improvements to the user experience.</p>	With support, film model gradually moving.	Film using more than one animal movement.	Film with awareness of the effectiveness of each movement.	

Teacher: Miss Evans

Class: 2

Term: Spring 2 2019