



Aston Rowant C+E Primary School

Growing together we inspire each other to achieve our full potential as courageous life-long learners.

D.T. Long Term Plan Aston Rowant C+E Primary School

The goal of education in Aston Rowant C+E Primary School is to enable our children be **curious** in their approach to learning, to be **courageous** and **critical** in their attitude to learning, to be empowered to work both **independently** and **collaboratively**, to understand the impact their learning has had on them so far and be inspired to **keep learning**.

CONSTRUCTION/ STRUCTURES MOVEMENT/ MECHANISMS ELECTRICAL SYSTEMS TEXTILES COOKING AND NUTRITION DIGITAL WORLD

AUTUMN	SPRING	SUMMER
God ~ Father	God ~ Son	God ~ Holy Spirit
WONDER GRATITUDE	TRUST OUTREACH	HARMONY RESILIENCE
ALL ABOUT US THIS IS ME WHO DO YOU THINK YOU ARE? WHAT MAKES ME ME?	A SENSE OF PLACE LOCATION, LOCATION, LOCATION HOME IS WHERE THE HEART IS A SENSE OF BELONGING	WHERE IN THE WORLD WHAT A WONDERFUL WORLD ALL OVER THE WORLD WINDOW ON THE WORLD
Puppets (Textiles) To design and make a puppet based of a favourite story character.	Design and construct a house (Structures) To design and construct a stable house.	Pizzas (Cooking and nutrition) To design and make a nutritious wrap (pizza) (Balanced diet unit)
Making a pneumatic toy (Mechanisms) Exploring pneumatic systems, applying understanding to design and create a pneumatic toy using different types of diagrams.	Electric posters (Electrical systems) Introducing information design and developing an electric museum display based on the Romans.	Eating Seasonally (Cooking and Nutrition) Learning about seasonal foods and using their understanding to create a seasonal food tart.
Gears and Pulleys (Mechanisms) Create a working gear system for a specific function (Real life Link with Geography learning – Alps cable car).	Design and construct a bridge (Structures) To design and construct a bridge strong and secure truss bridge.	Monitoring Devices (Digital World) Applying computing skills to program a Micro:bit animal monitor and using 3D CAD tools in Tinkercad to design a case, housing or stand
CREATORS AND CREATIONS GREAT EXPECTATIONS I SPY WITH MY LITTLE EYE GRAND DESIGNS	STORY TELLERS OPEN THE BOOK ONCE UPON A TIME READ ALL ABOUT IT	PICTURE THIS AS SENSE OF IDENTITY SIGNS & SYMBOLS ARE YOU INSPIRED?
Constructing a Windmill (Structures) Design and create a working windmill.	Wheels and Axles (Mechanisms) Making wheels and an axle to create a pull along toy.	Smoothies (Cooking and nutrition) Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.
Egyptian Collars (Textiles) Learning how to cross-stitch and appliqué to decorate and assemble Egyptian collars, which represent the children's unique personalities.	Pavilions (Structures) Select appropriate materials and construction techniques to create a stable, free-standing frame structure.	Wearable Technology (Digital World) Designing digital wearable technology and developing a program and housing for a Micro:bit.
Steady hand game (Electrical systems) Build an electric current buzzer game to test skill and hand to eye co-ordination.	Stuffed Toys (Textiles) Design and assemble a simple stuffed toy to appeal to a designated market	Come Dine with me (Cooking and nutrition) Design and prepare a main and a dessert course to suit a healthy balanced nutritious diet.

GRATITUDE

RESILIENCE

OUTREACH

WONDER

TRUST

HARMONY