



Whole School Design Technology Overview 2025-2026

Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
DT		<p>Mechanisms: making a story book Children experiment with sliders before planning and making three pages of a moving story book, based on a familiar story. They will draw the page backgrounds, make the moving parts and assemble it.</p> <p>DT WEEK Healthy Eating Week: Fruit & Vegetables: Making smoothies</p>	<p>Puppets Pupils explore different ways of joining fabrics before creating their own hand puppets. They work to develop their technical skills of cutting, gluing, stapling and pinning.</p>		<p>Mechanisms: wheels and axles Pupils learn about the main components of a wheeled vehicle. Experiment with mechanisms to help them develop their understanding of how wheels, axles and axle holders work. Problem-solve why wheels won't rotate.</p>	



Grove Primary School

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Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
DT	Mechanisms: Making a moving monster Explore levers, linkages and pivots through existing products and experimentation, use this research to construct and assemble a moving monster.		Structures: BabyBear's chair Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.	Textiles: Pouches Design and sew fabric pouches using running stitch. They will decorate and present their pouches.		Healthy Eating Week - Food: A Balanced Diet Learn about food groups to develop a healthy wrap

Year 3

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
DT		Mechanical Systems: pneumatic spider toy Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.	DT WEEK Structures: constructing a Castle Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).			Textiles: Cross-stitch and appliqué Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make an Egyptian collar. Healthy Eating Week – Food: Eating seasonally <ul style="list-style-type: none"> • Explain that fruits and vegetables grow in different countries based on their climates. • Understand that 'seasonal' fruits and vegetables are those that grow in a given season and taste best then

Year 4

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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DT		<p>Mechanical systems: Making a slingshot car Using a range of materials, design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.</p>	<p>DT WEEK Structure: Pavilions Investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.</p>	<p>Electrical systems: Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design..</p>		<p>Healthy Eating Week - Food: Adapting a recipe</p> <ul style="list-style-type: none"> • Adapt a simple biscuit recipe, to create the tastiest biscuit. • While making, ensure that their creation comes within the given budget of overheads and costs of ingredients
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Year 5/6 Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
DT			DT WEEK Mechanical systems: Automata toys Develop a functional automata window display, to meet the requirements in a design brief. Explore and create cam, follower and axle mechanisms to mimic different movements.	Electrical Systems: Steady Hand Game Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard.		Healthy Eating Week - Food: come dine with me Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient's farm to fork process.