Grove Primary School

Whole School Design Technology Overview 2026-2027

Year 1

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
DT		**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. DT WEEK **Healthy Eating Week: Fruit & Vegetables: Making smoothies**	**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.		**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.	.

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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** • 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

DT		**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.	**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.	**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..		**Healthy Eating Week - Food: Adapting a recipe** • 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

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 Easting 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.