

Design Technology	Year 1 and 2	Year 3 and 4	Year 5 and 6
<p>Year B 2025-2026</p>	<p>Cooking and nutrition: Cooking Soup Learning about vegetables and where they come from while preparing to make a soup. Children describe the taste of a range of vegetables and design a soup recipe as a class. They practise cutting skills and prepare the vegetables for their class soup before testing the final product.</p> <p>Mechanisms: making a moving storybook Experiment with sliders before planning and making three pages of a moving story book, based on a familiar story, drawing the page backgrounds, creating the moving parts and assembling it.</p> <p>Structures: Stable Structures Explore stable shapes using an innate sense of balance. Discover ways to make freestanding structure more stable with a wide or a heavy base. Design and make a fun and stable pencil pot.</p>	<p>Structures: Pavilions Exploring pavilion structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p> <p>Textiles- Fastenings Building upon their sewing skills from previous years, pupils design and create a book sleeve; exploring a variety of fastenings and selecting the most appropriate for their design based on strength and appropriate-use.</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>Textiles- sewing- stuffed toys Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.</p> <p>STEM: Greenpower Goblin Racing Greenpower Goblin car projects uniquely blend art and design technology (DT) by challenging students to build a functional electric car while also making it visually appealing. The design technology side focuses on the practical engineering, where students apply principles of mechanics, materials science, and aerodynamics to construct a safe, efficient vehicle. This involves tasks like building the chassis, installing the motor, and creating a working steering system. The art aspect allows for creative expression, with teams designing their car's aesthetics. This includes choosing a unique theme, creating a team logo, and applying a custom paint job or decals. The final product is not just a feat of engineering but also a piece of art, showcasing a team's creativity and identity alongside their technical skill. The culmination of this hard work is the opportunity to race their completed car at the Curborough Sprint Course against other schools in the TSSMAT.</p>

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Year A 2026-2027	<p>Cooking and nutrition: Balanced Diet Explore and learn what forms a balanced diet, pupils will taste test ingredient combinations from different food groups that will inform a wrap design of their choice which will include a healthy mix of protein, vegetables and dairy.</p> <p>Textiles: Puppets Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating. Example theme: Storybook character.</p> <p>Mechanisms: making a moving monster After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.</p>	<p>Cooking and nutrition: Eating Seasonally Discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK</p> <p>Structures : Constructing a Castle Learning about the features of a castle, pupils design and make one of their own. They will also be using configurations of handmade nets and recycled materials to make towers and turrets before constructing a stable base.</p> <p>Mechanical systems: Pneumatic Toys Explore how squashed air can be used to create movement within a mechanism and apply this to design and build a working pneumatic toy. Consider that different diagrams have their own purpose and begin to use different drawings as part of the design process.</p>	<p>Cooking & nutrition: what could be healthier? Discover the farm to fork process, understand the key welfare issues for rearing cattle. Compare the nutritional value of existing sauces and develop a healthier recipe.</p> <p>Mechanical systems: pop up books Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.</p> <p>Electrical systems: Steady-hand game Design and create a steady hand game, use nets to create the bases and apply knowledge of electrical circuits to build an operational circuit with a buzzer that completes the circuit when the handle makes contact with the wire.</p>