

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>Digital World: Navigating the World Design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D modelling software. Pitch and explain the product to a guest panel.</p> <p>Structures playgrounds Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.</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>