



Design & Technology Year Group Curriculum Overview 2025 2026

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Hazel Class	<p style="text-align: center;"><u>Cooking and Nutrition: Soup</u></p> <p>In this unit, children explore the differences between fruits and vegetables using their senses (taste, texture, smell etc.). They listen to the story 'The best pumpkin soup' and discuss the key ingredients the characters used before developing a class-based vegetable soup recipe.</p>		<p style="text-align: center;"><u>Workshop: Junk Modelling</u></p> <p>Pupils explore and learn about various types of permanent and temporary join. They are encouraged to tinker using a combination of materials and joining techniques in the junk modelling area.</p>		<p style="text-align: center;"><u>Textiles: Bookmarks</u></p> <p>Pupils develop and practise threading and weaving techniques using various materials and objects. They look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their knowledge and skills to design and sew their own bookmarks.</p>	
Year 1 Willow Class	<p style="text-align: center;"><u>2D Structure & Mechanism Wheels and Axels</u></p> <p>Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Children will create a pull along toy.</p>		<p style="text-align: center;"><u>Textiles Puppets</u></p> <p>Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairy tale. Children work to develop their technical skills of cutting, gluing, stapling and pinning.</p>		<p style="text-align: center;"><u>Cooking and Nutrition Fruit and Vegetables</u></p> <p>Handling and exploring fruits and vegetables and learning how to identify which category they fall into, before undertaking taste testing to establish their chosen ingredients for the smoothie they will make a design packaging for.</p>	
Year 2 Maple Class	<p style="text-align: center;"><u>Structures Baby Bear's Chair</u></p> <p>Using the tale of Goldilocks and the Three Bears as inspiration, children help Baby Bear by making him a brand-new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is strong.</p>		<p style="text-align: center;"><u>Cooking and Nutrition A Balanced Diet</u></p> <p>Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.</p>		<p style="text-align: center;"><u>Mechanisms Moving Monster</u></p> <p>After learning the terms; pivot, lever and linkage, children design a monster which will move using a linkage mechanism. Children practise making linkages of different types and varying the materials they use to bring their monsters to life.</p>	
Year 3 ? Class	<p style="text-align: center;"><u>Mechanisms Pneumatic Toys (Option 2)</u></p> <p>Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.</p>		<p style="text-align: center;"><u>Textiles Cushions (Option 2)</u></p> <p>Children learn how to cross-stitch and applique when designing and making a cushion.</p>		<p style="text-align: center;"><u>Cooking and Nutrition Eating Seasonally May/June</u></p> <p>Learn about seasonal foods and create a seasonal food tart.</p>	

<p>Year 4 Rowan Class</p>	<p><u>Cooking and Nutrition</u> <u>Adapting a Recipe</u> Learning a basic biscuit recipe and adapting it for a new audience whilst considering the cost of ingredients and other expenses against a set budget.</p>	<p><u>Structure and Mechanism</u> <u>Sling Shot car (Option 2)</u> Designing and making a car with a working slingshot mechanism and housing the mechanism using a range of nets.</p>	<p><u>Electrical Systems</u> <u>Torches</u> The children identify the difference between electrical and electronic products. They evaluate a range of existing torches and their features before designing and creating their own.</p>
<p>Year 4/5 Beech Class</p>	<p><u>Cooking and Nutrition</u> <u>Adapting a Recipe</u> Learning a basic biscuit recipe and adapting it for a new audience whilst considering the cost of ingredients and other expenses against a set budget.</p>	<p><u>Structure and Mechanism</u> <u>Sling Shot car (Option 2)</u> Designing and making a car with a working slingshot mechanism and housing the mechanism using a range of nets.</p>	<p><u>Electrical Systems</u> <u>Torches</u> The children identify the difference between electrical and electronic products. They evaluate a range of existing torches and their features before designing and creating their own.</p>
<p>Year 6 Sycamore Class</p>	<p><u>Textiles</u> <u>Waistcoat or Bag</u> Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat or bag for a chosen purpose.</p>	<p><u>Mechanical Systems</u> <u>Automata Toys</u> 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.</p>	<p><u>Cooking and Nutrition</u> <u>Come Dine With Me</u> 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.</p>