



Design and Technology Curriculum Map 2026-2027



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Weekly outdoor provision throughout the year Focus: Mechanisms Building Traps for the Gingerbread Man	Weekly outdoor provision throughout the year Focus: Structures * Designing and building shelters	Weekly outdoor provision throughout the year Focus: Mechanisms How do wheels work?	Weekly outdoor provision throughout the year Focus: Textiles Design a cape for Supertato	Weekly outdoor provision throughout the year Focus: Structures Design and build a Bug Hotel	Weekly outdoor provision throughout the year Focus: Nutrition Making Salads (sweet and savoury)
1		Textiles <u>Puppets of the Little Red Hen characters</u> Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating. Linked to Little Red Hen.		Cooking and Nutrition (STEAM WEEK) <u>Make a smoothie</u> Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and (maybe) accompanying packaging.		Mechanisms <u>Designing and building a moving vehicle.</u> Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Design and make a moving vehicle. Linked to Princess Smartypants and what her car would be like



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2		Textiles <u>Pouches/ sewing/ learning to use a running stitch to join two pieces of fabric</u> Learn how to sew a running stitch ready to design, make and decorate a pouch using a template. Linked to Owl Babies.		Cooking and Nutrition (STEAM WEEK) Develop a health wrap Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.		Structures <u>Designing a chair for the Princess.</u> Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use. Linked to Princess and the Pea.
3		Mechanical systems <u>Pneumatic toys</u> Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams. Linked to Anansi the Spider.		Cooking and Nutrition (STEAM WEEK) Eating seasonally Learn about various fruits and vegetables, and when, where and why they are grown in different seasons. Discover the relationship between colour and health benefits.		Textiles <u>Collars</u> Learning how to cross-stitch and appliqué to decorate and assemble Egyptian collars, which represent the children's unique personalities.



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4		Structures <u>Helmets</u> Designing and making a helmet for Iron Man, using strengthening techniques to reinforce the shell structure.		Cooking and Nutrition (STEAM WEEK) <u>Developing a recipe</u> Our refreshed Y4 cooking and nutrition unit including opportunities for children to learn a simple Bolognese recipe and adapt it to improve nutritional content.		Electrical Systems <u>Torches</u> Evaluating a range of existing torches linked to previous learning about light and designing a functional torch for a target audience.
5		Structures <u>Bridges</u> Investigating different types of bridges and how structural strength is affected by shape and design. Linked to scenes from 'the Piano.'		Cooking and Nutrition (STEAM WEEK) <u>Developing a recipe</u> Our refreshed Y5 cooking and nutrition unit including opportunities for children to learn a simple curry recipe and adapt it to improve nutritional content.		Textiles <u>Bags</u> Designing pattern pieces, making a bag for a specific user and thinking about aesthetics and functionality.



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6		Electricity <u>Make a doodler</u> Our Doodlers unit explores series circuits further and introduces motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.		Cooking and Nutrition (STEAM WEEK) <u>Come dine with me</u> Building on last year's cooking and nutrition unit including optional opportunities to supplement the 'Come dine with me' project with learning about the basic tastes and complementary flavours.		Digital world: <u>Navigating the world</u> 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.
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