



Design and Technology Curriculum Map 2026-2027



Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
R	Weekly outdoor provision through the year Focus: Mechanisms Building Traps for the Ginger Bread Man	Weekly outdoor provision through the year Focus: Structures * Designing and building shelters	Weekly outdoor provision through the year Focus: Mechanisms How do wheels work?	Weekly outdoor provision through the year Focus: Textiles Design a cape for Supertato	Weekly outdoor provision through the year Focus: Structures Design and build a Bug Hotel	Weekly outdoor provision through 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. <u>Big Question: Puppets of the Little Red Hen Characters (Textiles)</u> <u>Should toys be handmade or bought from a shop?</u>		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. Big Question: Make a Smoothie (Cooking and Nutrition) Does a drink made from fruit and vegetables count as a healthy snack?		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 Big Question: Designing and Building a Moving Vehicle (Mechanisms) What is most important when designing a vehicle: speed, safety, or appearance?
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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. Big Question: Pouches (Textiles) Is it better to repair something you already own or buy a new one?		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. Big Question: Develop a Healthy Wrap (Cooking and Nutrition) Should schools encourage all children to eat a balanced diet?		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. Big Question: Designing a Chair for the Princess (Structures) <u>What is more important in furniture: comfort or strength?</u>
3		Mechanical systems <u>Pneumatic toys</u> Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail		Cooking and Nutrition (STEAM WEEK) Eating seasonally Learn about various fruits and vegetables, and when, where and why they are grown in		Textiles <u>Collars</u> Learning how to cross-stitch and appliqué to decorate and assemble Egyptian collars, which



		sketches and exploded diagrams. Linked to Anansi the Spider. Big Question: Pneumatic Toys (Mechanical Systems) Should toys focus more on being fun or on teaching children something new?		different seasons. Discover the relationship between colour and health benefits. Big Question: Eating Seasonally (Cooking and Nutrition) Should people try to eat more foods that are grown in season?		represent the children's unique personalities. Big Question: Egyptian Collars (Textiles) Should clothing and accessories show something about a person's identity and interests?
4		Structures <u>Helmets</u> Designing and making a helmet for Iron Man, using strengthening techniques to reinforce the shell structure. Big Question: Helmets (Structures) Should everyone wear protective headgear when taking part in potentially risky activities?		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. Big Question: Developing a Bolognese Recipe (Cooking and Nutrition)		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. Big Question: Torches (Electrical Systems) Are simple designs often better than complicated ones?



				Should healthy versions of favourite meals always replace the original recipes?		
5		Mechanical systems: <u>Pop-up book</u> Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. Linked to scenes from 'the Piano.' Big Question: Pop-up Book (Mechanical Systems) Should all children's books include interactive features such as pop-ups and moving parts?		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. Big Question: Developing a Curry Recipe (Cooking and Nutrition) Should traditional recipes be changed to make them healthier?		Textiles <u>Bags</u> Designing pattern pieces, making a bag for a specific user and thinking about aesthetics and functionality. Big Question: Bags (Textiles) Is functionality more important than appearance when designing a product?
6		Electricity <u>Make a doodler</u>		Cooking and Nutrition (STEAM WEEK) <u>Come dine with me</u>		Digital world: <u>Navigating the world</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. Big Question: Make a Doodler (Electrical Systems) When designing new technology, should solving a problem be more important than making a product look appealing?		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. Big Question: Come Dine With Me (Cooking and Nutrition) Should people be encouraged to try foods and flavours they are unfamiliar with?		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. Big Question: Navigating the World (Digital World) Has technology made people better at finding their way, or more dependent on devices?
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