St Andrew's Church of England Primary School

DESIGN AND TECHNOLOGY 2026-2027

	Autumn Term	Spring Term	Summer Term
Year 1	**STRUCTURES** – Making a Castle Exploring the features and structure of castles through designing and making a model castle.	**MECHANISMS** – Wheels and Axles Developing an understanding of how wheels, axles and axle holders work while practising cutting straight and curved shapes with scissors.	**COOKING AND NUTRITION** – Smoothies and Kebabs Selecting fruit and vegetables and preparing food by cutting and juicing to create a smoothie to meet a design brief.
Year 2	**STRUCTURES** – Making a Castle Exploring the features and structure of castles through designing and making a model castle.	**MECHANISMS** – Wheels and Axles Developing an understanding of how wheels, axles and axle holders work while practising cutting straight and curved shapes with scissors.	**COOKING AND NUTRITION** – Smoothies and Kebabs Selecting fruit and vegetables and preparing food by cutting and juicing to create a smoothie to meet a design brief.
Year 3	**COOKING AND NUTRITION** – Adapting a Recipe (biscuits) Learning a basic biscuit recipe and adapting it for a new audience while considering the cost of ingredients and other expenses against a set budget.	**MECHANICAL SYSTEMS:** Mechanical Cars Exploring mechanical systems by building and testing prototype cars to identify effective design features.	**STRUCTURES:** Helmets Designing and making a helmet, using strengthening techniques to reinforce the shell structure.
Year 4	**COOKING AND NUTRITION** – Adapting a Recipe (biscuits) Learning a basic biscuit recipe and adapting it for a new audience while	**MECHANICAL SYSTEMS:** Mechanical Cars Exploring mechanical systems by building and testing prototype cars to identify effective design features.	**STRUCTURES:** Helmets Designing and making a helmet, using strengthening techniques to reinforce the shell structure.

	considering the cost of ingredients and other expenses against a set budget.		
Year 5	**TEXTILES:** Waistcoats Selecting fabrics, using templates and joining materials to create a waistcoat for a chosen person or purpose.	**STRUCTURES:** Playground Models Exploring playground design by creating a model that includes five pieces of apparatus made from three different structures.	**ELECTRICAL SYSTEMS:** Creating a 'Steady Hand' Game Developing knowledge of electrical circuits by designing and creating a steady hand game with an operational buzzer system.
Year 6	**TEXTILES:** Waistcoats Selecting fabrics, using templates and joining materials to create a waistcoat for a chosen person or purpose.	**STRUCTURES:** Playground Models Exploring playground design by creating a model that includes five pieces of apparatus made from three different structures.	**ELECTRICAL SYSTEMS:** Creating a 'Steady Hand' Game Developing knowledge of electrical circuits by designing and creating a steady hand game with an operational buzzer system.