



D&T Curriculum Overview: Great Witchingham Primary Academy



DISCOVERERS	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2026/2027		Food: Soup 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.	Textiles: bookmarks Pupils develop and practise threading and weaving techniques using various materials and objects. The pupils apply their knowledge and skills to design and sew their own bookmarks.			Structure: Boats Explore what is meant by 'waterproof', 'floating' and 'sinking', then experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.
2024/2025	Mechanisms: Making a Moving Storybook Exploring slider mechanisms and the movement they output to design, make and evaluate a moving storybook.	Textiles within Art unit		Structure: Windmills Making a windmill to meet design criteria.	Food: Smoothies Preparing foods by cutting and juicing and selecting fruits and vegetables to create a smoothie to meet a design brief.	
2025/2026	Structure: Baby Bear's Chair Exploring and designing a strong, stiff and stable structure.			Food: Balanced Diet Discovering the importance of a balanced diet and creating a tasty, balanced wrap to meet a design brief.		Mechanisms: Moving Monster Using pivots, levers and linkages to make a moving monster.



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ADVENTURERS	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2025/2026	Mechanical systems: Pneumatic Toys Exploring pneumatics and using this knowledge to design and make a pneumatic toy.	Food: Eating Seasonally Learning about seasonal foods and using their understanding to create a seasonal food tart.	Structure: Castles Exploring the features of a castle and using 3D nets and structures to construct one.			
2024/2025	Food: Adapting a Recipe 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: Slingshot Car Designing and making a car with a working slingshot mechanism and housing the mechanism using a range of nets.		Textiles within Art unit	Structure: Pavilions Exploring frame structures before designing a pavilion and constructing it with cladding.



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NAVIGATORS	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2025/2026	Mechanical systems: Pop-up book Constructing a pop-up book using layers and spacers, writing and illustration.		Structure: Bridges Exploring arch and beam bridges, truss bridges – and reinforcing them using wooden rods, lollysticks and card.		Food: Developing a Recipe Learning a simple bolognese recipe and adapting it to improve nutritional content.	Textiles: Soft toys Designing a stuffed toy, considering the main component shapes of their toy and joining each cut piece with blanket stitch.
2024/2025	Structure: Playgrounds Designing and constructing a playground landscape with structures.			Mechanical systems/ Electrical Systems: Steady Hand Game Create a simple circuit (using Y6 knowledge of electricity) and a steady base to make a steady hand game.	Food: Come Dine With Me Selecting three recipes to create a three course meal.	