D&T Curriculum Overview: Hockering 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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PIONEERS	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
2027/2028	**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.
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.
2026/2027	**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.	