



St Cuthbert's Catholic Primary School

Design Technology Overview 2026 - 2027

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
1		Structures and Mechanisms Stable Structures <i>Gustave Eiffel</i> How wide or heavy bases improve stability in freestanding structures. Matching Slider Game		Textiles Simple Stitches Examining fabrics, practising basic sewing techniques and identifying how different materials are made from threads.		Cooking and Nutrition Making a Smoothie Selecting fruit and vegetables and preparing food by cutting and juicing to create a smoothie to meet a design brief
2		Structures A Chair for a Bear <i>Arne Jacobson</i> Investigating strong shapes and the properties of stiff and flexible materials by designing a chair inspired by the story 'There's a Bear on My Chair'		Mechanisms Making a Moving Monster <i>Rube Goldberg, Henry Ford</i> Exploring pivot, lever and linkage through designing a moving monster with mechanical parts.		Cooking and Nutrition Balanced Diet <i>Jamie Oliver</i> Discovering the importance of a balanced diet and creating a tasty, balanced wrap to meet a design brief.
3		Digital World Wearable technology <i>Christopher Lantham Shoes, Seymour Rubenstein, Rob Barnaby</i>		Structures Constructing a Castle <i>Eugene Viollet-le-Dub, Alan Lee and John Howe</i>	Cooking and Nutrition Eating Seasonally- Making a tart.	
4		Structures Making a Helmet Layering Techniques, creating a shell structure.		Mechanical Systems Making a Mechanical Car History of Automobiles, meeting a design brief. <i>Karl Benz, Henry Ford, Charles Kettering, Bertha Benz, Maybach.</i>		Electrical Systems Making a Torch Using a switch. <i>Dr John Clayton, Sir Joseph Swan, Thomas Eddison, Lewis Latimer</i>
5		Electrical Systems To make a Wobblebot Using batteries, wires, bulbs, motors and switches. <i>Michael Faraday, Sir James Dyson</i>		Mechanical Systems Gears and Pulleys Making a gear and pulley system. <i>Leonardo da Vinci, Archimedes, Vitruvius</i>		Cooking and Nutrition Developing a Recipe Understanding how food is reared and developing a Bolognese recipe.
6		Textiles Making a Bag <i>Designing pattern pieces, making a bag for a specific user and thinking about aesthetics and functionality</i>		Digital World Navigating the World <i>Designing a product and programming it to function as a compass and a pedometer</i>		Structures Playground Pioneers investigating how playground structures are designed and reinforced through using triangulation and computer-aided design