
Woodhouse Academy
Welcome to
Design
and
Technology

Year 5 Learning Journey

Be Ready
Be Respectful
Be Your Best

Different learning. A brighter future.

START

AUTUMN TERM



Department Logo Design and Acrylic Keyring

DESIGN
CREATE
MAKE
BELONG

SPRING TERM



Food Technology

PLAN
PREPARE
COOK
ENJOY

SUMMER TERM



Sock Pig

EXPLORE
EXPRESS
CREATE
BE PROUD

FINISH

Skills for today.
Bright opportunities for tomorrow.

Curiosity · Creativity · Confidence · Community

Year 5

Design & Technology

Key Stage 2 Skills

We learn by doing!

DT

DESIGN
MAKE
EVALUATE
CREATE

Graphic Design Project

DT Department Logo

- Use research and ideas to design a logo
- Develop drawing and digital design skills
- Consider colour, shape and meaning
- Evaluate and improve your design

Be creative and purposeful!

Resistant Materials

Acrylic Keyring



- Work with acrylic and use hand tools safely
- Measure, mark out and cut accurately
- Shape, finish and add a design
- Develop making skills and quality control

Design it. Make it. Keep it!

Food Technology

The Basics



- Learn how to prepare food safely and hygienically
- Use basic cooking techniques such as chopping, mixing and cooking
- Understand where food comes from and make healthy choices
- Evaluate taste and suggest improvements

Cook, try, evaluate, enjoy!

Textiles

Sock Pig



- Use textiles tools and materials safely
- Follow a design and make a 3D product
- Learn simple sewing techniques (e.g. running stitch)
- Join, stuff and add features
- Evaluate your finished product

Design, sew and make with care!

Be creative | Develop skills | Solve problems | Evaluate and improve | Be proud of what you make!

Practical skills for a brighter future

WOODHOUSE ACADEMY | DESIGN • MAKE • EVALUATE • CREATE

DESIGN AND TECHNOLOGY CAREERS LINK
IDEAS | SKILLS | FUTURES

Year 6 Learning Journey

Woodhouse Academy

BUILDING SKILLS FOR A BRIGHTER TOMORROW

DESIGN • MAKE • SOLVE • CREATE • SUCCEED

BE CURIOUS
BE CREATIVE
BE RESILIENT
BE PROUD

The start of your Year 6 journey

Autumn Term

Levers and Mechanisms and Playground Design

- Explore how levers, linkages and mechanisms work
- Design and make moving models
- Investigate real-life products
- Apply your knowledge to design a playground with exciting features for all



Spring Term

Food Technology

- Develop cooking skills
- Plan and prepare healthy meals
- Explore where food comes from
- Investigate nutrition and a balanced diet
- Evaluate and improve your recipes



Summer Term

Acrylic Clock Project

- Design a clock for a chosen purpose
- Use CAD or templates to plan your design
- Work with acrylic materials safely
- Develop shaping, joining and finishing skills
- Add a working clock mechanism
- Evaluate your final product



Ready for the next chapter!

THINK Creatively

MAKE Confidently

DESIGN for Others

LEARN for Life

Proud to be Woodhouse

DESIGN AND TECHNOLOGY
IDEAS | SKILLS | FUTURES
CAREERS LINK

Year 6 Key Stage 2

Design & Technology

Learning by Doing • Creating for the Real World

Design
Make
Evaluate
Be Proud!

Levers and Mechanisms
Making a Mechanical Scene



- Explore how levers and linkages work
- Design and make a moving scene
- Use accurate measuring, marking and cutting
- Test, evaluate and improve our mechanisms

Resistant Materials
Playground Design



- Research real-life products and users' needs
- Design a playground for a chosen audience
- Work with resistant materials (wood, card, plastic)
- Use tools and equipment safely and accurately
- Create a high-quality, functional model

Food Technology
Cooking and Nutrition



- Follow recipes and use a range of cooking techniques
- Understand healthy eating and nutrition
- Prepare and cook dishes safely and hygienically
- Evaluate taste, texture, appearance and presentation
- Develop independence, teamwork and confidence

Resistant Materials
Acrylic Clock Project



- Design a modern acrylic clock in our school colours – silver and green
- Use CAD-style planning and templates
- Work with acrylic and other resistant materials
- Use specialist tools safely (e.g. coping saws, files, drills)
- Achieve a high-quality, accurate and creative finished product

Key Skills You Develop

- Creativity and Innovation
- Planning and Design
- Practical Skills
- Problem Solving
- Teamwork and Communication
- Evaluation and Improvement
- Attention to Detail
- Healthy Living and Nutrition
- Safe Working Practices
- Confidence and Independence

Woodhouse Academy | *Aspire • Achieve • Belong*

Real Skills
Brighter Futures

DESIGN AND TECHNOLOGY
IDEAS | SKILLS | FUTURES
CAREERS LINK

Year 7

LEARNING JOURNEY

EXPLORE • CREATE • DEVELOP • SUCCEED

CREATIVITY
SKILLS
CONFIDENCE
A BRIGHTER FUTURE

AUTUMN TERM

FRAGRANCE PACKAGE DESIGN



Design it.
Make it.
Present it.

RAGDOLL



Plan.
Cut.
Sew.
Create.

SPRING TERM

FOOD TECHNOLOGY



Plan.
Prepare.
Cook.
Evaluate.
Enjoy.

BUILDING SKILLS FOR THE FUTURE

SUMMER TERM

BRIDGE DESIGN



Research.
Design.
Make.
Test.
Improve.

YEAR 8 NEXT STOP...

Your Journey Starts Here

WOODHOUSE ACADEMY | RESPECT | OPPORTUNITY | ACHIEVEMENT | TOGETHER

DESIGN AND TECHNOLOGY
IDEAS | SKILLS | FUTURES
CAREERS LINK

Woodhouse Academy

LEARN • CREATE • ACHIEVE

More Than Lessons

Year 7 KEY STAGE 3 SKILLS

LEARNING BY DOING

PRACTICAL SKILLS
CREATIVE THINKING
REAL WORLD LEARNING

GRAPHIC DESIGN
Fragrance Packaging Design



- Develop creativity and design ideas
- Use digital design skills
- Explore colour, typography and branding

TEXTILES
Ragdoll



- Learn hand and machine sewing skills
- Use textiles materials and techniques
- Develop problem solving and attention to detail

FOOD TECHNOLOGY
Pasta Sauce | Chicken Casserole
Scones | Beef Stir Fry



- Learn cooking skills and healthy eating
- Follow recipes and work safely
- Develop independence, organisation and teamwork

ARCHITECTURE
Bridge Design



- Design and plan structures
- Use modelling and construction techniques
- Test, evaluate and improve designs

SKILLS · CONFIDENCE · CREATIVITY · INDEPENDENCE · SUCCESS

A BRIGHTER FUTURE STARTS HERE

DESIGN AND TECHNOLOGY
IDEAS | SKILLS | FUTURES
CAREERS LINK

YEAR 8 LEARNING JOURNEY

Woodhouse Academy

CREATIVE MINDS
PRACTICAL SKILLS
BRIGHTER FUTURES

DESIGN • MAKE • COOK • BUILD • BE MORE

Your Journey Continues...

AUTUMN TERM

DRAGSTER AND BLOCK BOTS



SPRING TERM

FOOD TECHNOLOGY



SUMMER TERM

TREEHOUSES



YEAR 8 START

LEARN TODAY → CREATE TOMORROW

SKILLS FOR LIFE

CONFIDENCE TO CREATE

RESPECT IN ALL WE DO

DESIGN AND TECHNOLOGY
IDEAS | SKILLS | FUTURES
CAREERS LINK

WOODHOUSE ACADEMY

DESIGN • MAKE • COOK • CREATE

Aspire
Create
Achieve

YEAR 8 | KEY STAGE 3

LEARNING REAL SKILLS • THROUGH HANDS-ON PROJECTS • FOR A BRIGHTER TOMORROW

RESISTANT MATERIALS

DRAGSTER PROJECT



- Design and plan a product
- Work with tools and machinery
- Measure, mark and cut materials
- Shape, join and finish accurately
- Test and evaluate performance
- Develop problem solving skills

DESIGN • MAKE • TEST • IMPROVE

PRODUCT DESIGN

BLOCKBOTS PROJECT



- Generate and develop ideas
- Use CAD and technical drawing
- Work with wood and fittings
- Design for a purpose and user
- Add functional and aesthetic detail
- Evaluate and refine your design

IDEAS • DESIGN • MAKE • INNOVATE

FOOD TECHNOLOGY

PASTA SAUCE | CHICKEN CASSEROLE
SCONES | BEEF STIR FRY



- Follow recipes and work safely
- Develop cooking techniques
- Understand nutrition and healthy eating
- Use a range of food preparation skills
- Plan, make and present dishes
- Evaluate taste, appearance and texture

PREPARE • COOK • ENJOY • BE HEALTHY

ARCHITECTURE

TREEHOUSE DESIGN



- Research and analyse design ideas
- Create drawings and models
- Consider scale, structure and materials
- Design for people and the environment
- Present your ideas clearly
- Develop creative and sustainable thinking

EXPLORE • PLAN • DESIGN • CREATE

KEY SKILLS YOU DEVELOP IN YEAR 8

CREATIVITY
Generate and develop ideas

PRACTICAL SKILLS
Use tools, techniques and equipment

PROBLEM SOLVING
Overcome challenges

COMMUNICATION
Share and present your ideas

PLANNING
Organise and manage your work

EVALUATION
Reflect and improve

HEALTH & WELLBEING
Make healthy choices

SUSTAINABILITY
Think about people and the planet

REAL PROJECTS. REAL SKILLS. BRIGHTER FUTURES.

WOODHOUSE ACADEMY
PROUD TO CREATE TOMORROW

DESIGN AND TECHNOLOGY
IDEAS | SKILLS | FUTURES
CAREERS LINK

WOODHOUSE ACADEMY

ROBOTICS AFTER SCHOOL CLUB

FOR KS3

DESIGN
BUILD
CODE
TEST
IMPROVE

Small Ideas Big Possibilities



BUILD & DESIGN
Create and improve real robots

CODE
Learn programming skills

WORK IN TEAMS
Solve challenges together

COMPETE
Take part in challenges and showcase your skills

WHEN?
Thursdays
3:15 – 4:15pm

WHERE?
Technology Block
(DT/Robotics Room)

WHO?
All KS3 students welcome!

CREATE INNOVATE ENGINEER TOGETHER

REAL SKILLS BRIGHTER FUTURES