Design Technology Curriculum 2026-27

Curriculum Intent

Design Technology is an inspiring, rigorous and practical subject. We aim to inspire children to be the best they can in the world of work; builders, engineers, architects, chefs. Design Technology encourages children to think creatively to solve problems and where possible, is linked to maths, science, IT and art.

During lessons we aim to build confidence, knowledge and practical capability. Learn about Health and Safety and protective measures. We do this by developing design and making skills through using a wide range of tools and materials to create products of a high standard through learning about properties of different materials, different processes and the principles of nutrition, healthy eating and how to cook. Thus develop an interest and understanding of technical processes, evaluation and be confident enough to self-reflect.

Cooking is currently provided by 'Apple Of My Eye'.

Projects within terms may have an either or option, this allows for pupils that move class or stay in the same class for two years to avoid making the same project twice.

Technical knowledge	Resistant Materials Making	Product Design	Graphics

Y7	Autumn 1	Autumn 2	Spring	Summer 1	Summer 2
Content	Totem Pole / Train Wood Project (tools, machinery)	Christmas wood and plastic project (Tree / Bauble)	Door Plaque / Photo Frame (CAD, wood & plastic) Or Pewter Casting (DAD/CAM)	Automata (Cams) or Tractor (Cams)	
Knowledge	Understand Health and Safety in the workshop To know different types of materials Identify and use different tools. Use machinery in workshop	Christmas project using skills learnt in Autumn 1	Use CAD to design a project. Prepare a wood base for shield OR Use CAD/CAM to make mould and cast a medal/key ring.	Use Cams to make a moving toy.	
Assessment	Behave in a safe manner in the workshop Begin to Use tools and machinery correctly and safely Name some of the tools used		Complete part of the design process	Cams used to change rotary movement to reciprocal movement in automata or to oscillating movement with tractor.	

Y8	Autumn 1	Autumn 2	Spring	Summer 1	Summer 2
Content	Clock / Steady Hand Game (tools, machinery)	Christmas (Angel /Nativity)	Mobile Phone Holder – bending plastics, wood. or Jewellery (Copper Enamelling / Pewter Casting)	Storage Box (hand tools)	

Knowledge	Make a clock out of plastics and insert a mechanism. OR Make a steady hand game using electric circuit.	Use electric circuit and CAD/CAM to produce a Christmas light up product	Use wood and plastics to create a holder for a mobile phone. Bending the plastic. Or Use enamelling powder and kiln to make a piece of jewellery.	Create box using Dovetails.
Assessment	Describe some properties of plastics / metals Create a working electric circuit		Make a mobile phone or piece of jewellery using enamelling or pewter	Accuracy in marking and cutting joints.

Y9	Autumn 1	Spring	Summer 1
Content	Small Furniture (tools, machinery)	Balancing Man (Metal)	DIY Skills
Knowledge	Use mortice and tenon joints in wood to make a small piece of furniture such as footstool or table.	Cut and shape metal. Join different pieces together using tap and die and by brazing.	Undertake a series of DIY tasks that can be completed at home.
Assessment	Use tools and machinery safely to mark out and cut mortice and tenon joints	Make a toy that balances out of metal by lowering the centre of gravity around the fulcrum.	Undertake a variety of DIY projects that can be carried out around the home.