

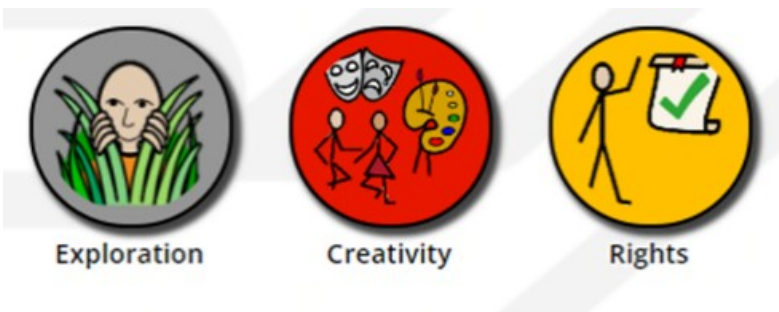
Design and Technology Curriculum Map 2026-27

Design Technology – Our Why?

The intent of Design and Technology at Discovery Academy is to equip pupils with the creative, technical and practical expertise required to confidently perform everyday tasks and thrive within an increasingly technological world. Pupils are provided with opportunities to build and apply a secure body of knowledge, understanding and skills, enabling them to critically evaluate, design and manufacture high-quality prototypes and products for a range of users and purposes.

The curriculum is coherently planned and sequenced across year groups, with progression in knowledge and skills mapped through half-termly topics. Teaching and learning are structured around four key phases: **Engage, Develop, Innovate and Express**, which support pupils in embedding and applying their learning over time.

Big Ideas promoted in our Design & Technology Curriculum



Substantive Concepts of our Design & Technology Curriculum

Design		develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
Make		To build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
Evaluate		Understand historical concepts such as continuity and change, cause and consequence, similarity, difference and significance, and use them to make connections, draw contrasts, analyse trends, frame historically valid questions and create their own structured accounts, including written narratives and analyses..
Technical Knowledge		To know the origin of materials and the sustainability of it.

	2.2 Heroes & Villains <i>Design a wearable gadget or accessory for a hero or villain of your choice</i>	3.1 Scream Machine <i>Design and make a moving vehicle using a circuit board.</i>	3.2 Allotment <i>Using a range of tool to make planters and bird houses</i>	
	2.1 Peasants, Princes & Pestilence <i>To join two materials together to make a book and evaluate</i>	1.2 1066 <i>Design and make a helmet for a soldier to wear using different tools and evaluate.</i>	1.1 Stargazers <i>NASA needs your help to design a new rover that can explore the moon's surface.</i>	Stars & Twilight
	2.2 Urban Pioneers <i>To create an urban city using multiple materials and tools</i>	3.1 Moon Zoom <i>Design and make a UFO with a moving part and evaluate design</i>	3.2 Interconnected World <i>Design and make a moving vehicle using a circuit</i>	
	2.1 Predator <i>To design and make a 3D structure of an animal</i>	1.2 Tribal Tales <i>To create their own landmark structure using a range of tools and materials</i>	1.1 Ancient Egyptians <i>Design and make a structure of a pyramid and a great sphinx of Giza</i>	Nova & Lunar
	2.2 Playlist <i>Design and make tour merchandise using fabric techniques</i>	2.1 Beat, Bangs & Boogie <i>Design and make a musical instrument for a target audience</i>	3.1 Blue Abyss <i>Design and make a sea animals using cardboard and Modroc</i>	
	3.2 Our Changing World <i>To create a air-fixed model out of recyclable materials .</i>	1.2 Traders & Raiders <i>Design and make a moving wagon by joining different materials' together</i>	1.1 Bright Lights Big City <i>Designing and making a city scape with a circuit light</i>	Comets & Astro
	2.2 Rio De Vida <i>Make a head mask using decorative techniques such as joining and finishing techniques</i>	3.1 Enchanted Woodland <i>Create a mini enchanted scene out of natural materials</i>	3.2 Our Wonderful World <i>Create structures using manmade/ natural materials 2D, 3D builds</i>	
	2.1 Paws, Claws & Whiskers <i>Create a moving animal working with a range of materials to construct a 3D shape</i>	1.2 Team <i>Make merchandise for a sporting event.</i>	1.1 Memory Box <i>Join different materials together using tools to make a memory box</i>	Rockets