TIDBURY GREEN PRIMARY SCHOOL

Our D.T. Learning Journey

From curious makers to creative problem-solvers

We design, make, test and improve products for a purpose. Each year, children revisit skills, explore how things work and develop practical solutions with growing independence.

YEAR	AUTUMN	SPRING	SUMMER
1 Explore	**Constructing a windmill** Build a stable structure with sails that turn in the wind.	**Wheels and axles** Design and make a vehicle with moving wheels.	**Fruit and vegetables** Explore ingredients and make a fruit and vegetable smoothie.
	Explore materials, join parts and explain how a simple product works.		
2 Develop	**A balanced diet** Choose ingredients from food groups to make a healthy wrap.	**Making a moving monster** Use levers, pivots and linkages to create movement.	**Baby Bear's chair** Build and test a chair for strength, stiffness and stability.
	Make purposeful choices, test products and suggest improvements.		
3 Build	**Eating seasonally** Explore seasonal ingredients and prepare a savoury tart.	**Constructing a castle** Use nets and 3D shapes to build a strong, stable castle.	**Pneumatic toys** Use air to create movement; design, make and test a toy.
	Develop designs, choose suitable materials and explain how systems work.		
4 Refine	**Adapting a recipe** Adapt a biscuit recipe for an audience and work to a budget.	**Torches** Use an electrical circuit to make a torch for a chosen user.	**Cross-stitch bookmark** Design and sew a bookmark for a specific person.
	Refine practical skills and combine function with a carefully considered finish.		
5 Combine	**Bridges** Build, reinforce and test a bridge using strong frame structures.	**Developing a recipe** Adapt a Bolognese recipe and evaluate its nutritional value.	**Pop-up books** Combine sliders, pivots and folds to make a moving storybook.
	Combine skills, work accurately and use testing and feedback to improve designs.		
6 Apply	**Designing a two-course meal** Plan, prepare and evaluate a meal, working safely and hygienically.	**Playgrounds** Design and build a model playground with varied structures.	**Navigating the world** Program a navigation tool, create a 3D digital model and pitch it.
	Apply learning independently, justify choices and evaluate how well products meet users' needs.		

THREADS THROUGH OUR JOURNEY

Design • Make • Evaluate • Technical knowledge • Cooking & nutrition

Across Years 1-6, children solve practical problems, use tools safely and explain their decisions. They revisit and build on learning about structures, mechanisms, materials and food.