





Design and Technology Curriculum Overview

Our **Design and Technology (D&T)** curriculum is a progressive, skills-based programme that encourages creativity, problem-solving, and innovation in all pupils. Rooted in the **National Curriculum**, it equips children with the practical expertise and design thinking needed to thrive in an increasingly technological world.

Progressive Skills for Creative Minds

From **Year 1 to Year 6**, children build on their technical knowledge and practical skills year-on-year. Each unit follows a clear and consistent process:

 **Research** →  **Design** →  **Make** →  **Evaluate**

This iterative cycle helps pupils become thoughtful designers and reflective makers, capable of improving and articulating their work.

Curriculum Highlights



Food Technology

Every year group completes a dedicated food unit, where children learn to:

- Understand healthy eating and nutrition.
 - Prepare and cook savoury dishes.
 - Explore seasonality and where food comes from.
- This fosters essential life skills and a love for cooking.



Textiles

Pupils explore stitching, joining, and pattern-making, progressing from simple fabric manipulation to designing functional textile products.



Electrical Systems

In upper KS2, children build and apply knowledge of electrical circuits (e.g. switches, buzzers, motors) to design and construct working products.



Mechanisms and Structures

Across all stages, pupils learn how to strengthen, stiffen, and reinforce structures, as well as use mechanisms such as levers, sliders, wheels, gears, and pulleys.



Purposeful Projects

All projects are rooted in real-world contexts, from creating playground models and torches to designing packaging or seasonal food products. Children consider the needs of users and evaluate both their ideas and existing products.

Why Design and Technology Matters

D&T gives pupils the chance to combine **imagination with logic**, **creativity with engineering**, and **design with empathy**. It helps them develop resilience, teamwork, and critical thinking—skills they'll use well beyond the classroom.