



Design and Technology Coverage

2025-2026

AIM	Pupils should develop the practical skills, technical knowledge, and creative confidence needed to design and make high-quality products for a range of purposes. Pupils should research a variety of artists, designers and craftspeople to generate ideas, develop and communicate a design criteria, and select appropriate tools, materials, and components with increasing independence. Pupils should learn and apply key technical knowledge, including structures, mechanisms, textiles, electrical systems, cooking and nutrition, so they can make informed decisions throughout the design-make-evaluate cycle. Pupils should test, refine, and evaluate their products against clear criteria, considering both function, audience and purpose. Pupils should develop problem solving and innovation skills, preparing pupils with foundational knowledge for later learning in Dt and in relation to the wider world context.								
	PRE-SCHOOL	NURSERY	RECEPTION	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
ADVENT	<p>EAD is embedded throughout the environment, offering children daily opportunities to explore, experiment, and express themselves creatively. The provision is designed to inspire curiosity and independence, allowing children to access and use a range of materials freely to bring their ideas to life.</p> <p>ENVIRONMENT: Well-organised creative areas with accessible, clearly labelled resources such as paints, glue, collage materials, scissors, tape, recycled items, fabric, and natural materials. Opportunities for creativity in both indoor and outdoor spaces — e.g., construction with large blocks outside, transient art using loose parts, or natural collage using leaves and stones.</p>	<p>Cooking and Nutrition Understand where food comes from. Use a healthy and varied diet to prepare food.</p> <p>Healthy sandwiches and breakfast bars</p>	<p>Mechanisms Understand what a mechanism is and how Pivots, Levers and sliders are used in some storybooks.</p> <p>Moving pictures</p>	<p>Textiles Select materials and appropriate tools to join materials together. Form a running stitch and cross-stitch.</p> <p>Pouches</p>	<p>Textiles: Select and use materials according to their functional properties and aesthetic qualities. Form a running stitch, cross-stitch and over-stitch.</p> <p>Cushions</p>	<p>Mechanisms/Electrical systems Understand pulley and gear systems. Use complex mechanical and electrical systems in a product.</p> <p>Motorised car (Dragons Den)</p>	<p>Electrical systems Understand more complex electrical systems and include this in a functional, appealing product.</p> <p>Light boxes/signs Christmas</p>		
LENT	<p>Real tools and authentic materials (where appropriate) to promote problem-solving, design, and experimentation.</p> <p>Displays and examples that celebrate process and individuality rather than perfect outcomes.</p> <p>ADULTS: Model the use of new techniques (e.g., mixing colours, joining materials, using tools safely). Introduce rich vocabulary related to materials, texture, and creative processes.</p> <p>Observe and extend children's ideas through sensitive questioning — "What could you use to join these pieces?", "How could you make that stand up?", "What happens if you mix these colours?" Encourage reflection, imagination, and persistence by valuing effort and exploration.</p> <p>Plan enhancements based on children's current interests (e.g., adding boxes for model-making after building enthusiasm for castles).</p> <p>CHILDREN: Freely select materials and tools to bring their ideas to life. Experiment with joining, combining, cutting, painting, and shaping different materials.</p> <p>Work independently or collaboratively on creative projects. Revisit and adapt their creations over time, developing confidence and resilience.</p> <p>Take pride in sharing their creations, talking about what they made and how they made it.</p>	<p>Mechanisms Explore and use mechanisms (wheels and axels) in a product.</p> <p>Vehicles</p>	<p>Cooking & Nutrition Understand where food comes from. Use principles of a healthy and varied diet to prepare, make and evaluate dishes</p> <p>Fruit skewer, Fruit salad, Fruit flan</p>	<p>Mechanisms Understand and use pneumatic systems in their products. Identify the use of pneumatic systems in the wider world.</p> <p>Moving Monsters</p>	<p>Cooking and Nutrition Research existing recipes and adapt them for a new audience while considering the cost of expenses against a set budget.</p> <p>Savoury Biscuit</p>	<p>Cooking and Nutrition Adapting a traditional savoury recipe. Understanding that the nutritional value of a recipe alters if you remove, substitute or add additional ingredients. Design appealing packaging to reflect a recipe.</p> <p>Savoury tarts</p>	<p>Structures Understand how to strengthen, stiffen and reinforce more complex structures. Using CAD software, architectural drawings and a range of materials to design and build architectural buildings.</p> <p>Architectural buildings</p>		
PENTECOST		<p>Textiles Select from and use from a wide range of materials and components including textiles according to their characteristics.</p> <p>Puppets</p>	<p>Structures Build Structures, explore how they can be made strong, stiff & stable</p> <p>Tudor Houses</p>	<p>Cooking and Nutrition Understand where food comes from, seasonality, design and create a seasonal snack and its packaging.</p> <p>Seasonal snacks</p>	<p>Mechanisms Understand and use mechanical systems in their products (CAMS)</p> <p>Moving toys</p>	<p>Structure Understand how to strengthen, stiffen and reinforce more complex structures. Use CAD software to communicate ideas</p> <p>Bridges</p>	<p>Cooking and Nutrition Research existing suet pastry recipe to develop an understanding of creating a meal with rationed ingredients. Explore complimentary flavours and create products originating from their locality.</p> <p>Bedfordshire clanger</p>		