



Learn Enjoy Succeed Together

DINNINGTON FIRST SCHOOL DESIGN TECHNOLOGY CURRICULUM













Curriculum Intent

Our bespoke Design Technology curriculum is designed to meet the requirements of the National Curriculum while providing a **fun, engaging, and purposeful learning experience**. We aim to inspire creativity and innovation through projects that are meaningful and often linked to other areas of the curriculum, helping pupils see real-world connections and applications.

Skills and design elements are **carefully mapped to ensure clear progression and appropriate challenge** across all year groups. Pupils develop practical skills, problem-solving abilities, and critical thinking, enabling them to design, make, and evaluate products with increasing independence and confidence.

Our curriculum equips children with the knowledge and skills they need to **thrive later in life**, fostering resilience, teamwork, and adaptability. Through exciting, hands-on projects, pupils learn to use a range of tools and materials safely and effectively, preparing them to become resourceful, creative individuals ready for the challenges of a rapidly changing world.

Topic Title Concepts Skills



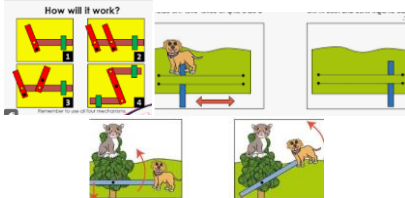

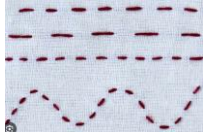





	Block 1	Block 2	Block 3	Block 4	Block 5	Block 6
Nursery	<p>Fine motor tool manipulation:</p> <p>How to use scissors – snipping autumn leaves</p> 	<p>Fine motor joining & shaping:</p> <p>Pushing golf tees into playdough</p> 	<p>Fine motor and joining materials:</p> <p>Under the sea collage Developing accuracy with scissors – cutting out shapes and glueing on</p> 	<p>Fine motor and cookery:</p> <p>Making sandwiches – Cutting, spreading and creating</p> 	<p>Fine motor combining materials with a purpose:</p> <p>Threading beads to make a pasta beanstalk</p> 	<p>Fine motor shaping and combining materials:</p> <p>Playdough bugs – pipe cleaners and googly eyes</p> 
Reception	<p>Fine motor tool manipulation:</p> <p>Hammer nails into pumpkins Threading necklaces</p> 	<p>(Mechanisms) (Design, Make, Evaluate, Technical Knowledge)</p> <p>Paper plate moving dinosaur with split pins</p> 	<p>Fine motor combining materials with a purpose:</p> <p>Clay monster faces with loose parts</p> 	<p>Design, fine motor and cookery:</p> <p>Made soup and sandwiches Writing list of ingredients & shopping Making cupcakes</p> 	<p>(Mechanisms) (Design, Make, Evaluate, Technical Knowledge)</p> <p>Junk modelling castles – initial joins Lolly stick finger puppet 3 Billy Goats Gruff</p> 	<p>Design, fine motor and combining materials:</p> <p>Plan and design a rock bug and paint Make a bug hotel</p> 










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Y1	<p>Abstract Patterns, Shape & Number – Identify a hammer and nails / gold tees. Safely hammer into a soft material eg fruit or Styrofoam. Learn to use the claw to remove nails and tees safely. Draw a pattern with a number of coloured dots. Replicate the pattern / number by hammering nails or tees into the object. Use elastic bands to create a web pattern.</p> <p>(Woodwork) (Design, Make, Evaluate)</p> 	<p>Rockets– Use research to help design a rocket – what different parts & shapes can they see. Learn how to bend and cut paper accurately to create different shapes. Learn different ways of joining and strengthening materials eg create flaps or slots. Use scissors and tape to create a nose cone and fins and attach them to the bottle. Use paint to decorate their rocket. Launch and review their rocket. .</p> <p>(Structures) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Moving Pictures.Use research to understand how moving parts in story books are used and help bring stories to life. Learn how to make a selection of mechanisms that are used in moving story books. Design and make a moving picture then explain what was created to the class.</p> <p>(Mechanisms) (Design, Make, Evaluate, Technical Knowledge)</p> 		<p>Summer Smoothie:.Think about what fruits grow in the summer in the UK. Understand that some fruits are imported. Know that fruits form part of a balanced diet. Taste a range of fruits and fruit smoothies. Design a smoothie recipe, make it and test it.</p> <p>(Cooking & Nutrition) (Design, Make, Evaluate)</p> 	<p>Book Mark :.Look at a range of bookmarks – what do they have in common? Learn how to thread a needle. Learn how to use running stitch. Design & create a bookmark. Understand that card / lamination can be used to stiffen the bookmark.</p> <p>(Sewing & Textiles) (Design, Make, Evaluate, Technical Knowledge)</p> 
Y2	<p>Hand Puppet :.Look at a range of hand puppets – what do they have in common, how is detail added? Learn & reinforce key skills: how to thread a needle, use running stitch to join material, use glue and pens to add detail. Design & create a hand puppet. Evaluate by testing out hand puppets.</p> <p>(Sewing & Textiles) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Tudor House : Use research to find out about houses in the time of the Great Fire of London - what different parts, shapes, patterns and materials can they see. Develop skills to bend and cut accurately to create different shapes. Learn different ways of joining and strengthening materials eg create flaps or slots. Use glue to accurately add detail to models. Eg lolly pop sticks / roof tiles. Arrange the class models and discuss how the fire would have spread.</p> <p>(Structures) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Build Me A Boat: Research a range of boats and think about the materials used and their properties. Learn to join with an elastic band , glue and tape. Design a paddle powered boat showing consideration for waterproofing, materials and joints. Make, test and evaluate.</p> <p>(Mechanisms) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Woodland Creature: Research woodland creatures and craft models. Identify how different materials could be used to make a woodland creature. Learn to hammer nails into wood accurately. Learn how to insert screws. Learn how to bend nails with a hammer. Design a model woodland creature and make it. Add detail with pen, paint and glue. Evaluate against initial drawing.</p> <p>(Woodwork) (Design, Make, Evaluate)</p> 	<p>Tasty Snack: Think about which foods are healthy and unhealthy. Build knowledge of which foods can be grown in the UK and which have to be imported. Taste a range of sandwiches / wraps / ingredients. Design a healthy wrap using a drawing and labels. Create a catchy name to 'promote the wrap. Make the wrap and evaluate by tasting.</p> <p>(Cooking and Nutrition) (Design, Make, Evaluate,)</p> 	



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Y3	<p>Picture This!: Look at how embroidery can be used to create a picture. Build accuracy of running stitch. Learn how running stitch can be varied (stepped / double / whipped) and to use cross stitch. Design a simple labelled picture and recreate it using running and / or cross stitch. Evaluate final product against design.</p> <p>(Sewing & Textiles) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Desk Buddy: Research wooden toys and robots. Identify key simple shapes and some details that are synonymous with robots. (rectilinear, buttons, large eyes). Learn how to cut with a saw. Learn how to use a hand drill. Learn how to use a hot glue gun. Design a model robot and make it. Add detail with pen, paint and glue and by screwing on buttons / washers.. Evaluate against initial drawing – does it sit / stand up by itself?</p> <p>(Woodwork) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Magnetic Car: Research a range of cars and think about the materials used and their properties and shapes. Learn about an axel and link to friction knowledge . Improve and expand joining and strengthening techniques. Understand how a prototype can be used to help the design process. Create an exploded labelled design for a magnet powered car that identifies materials and joins. Make, test by racing and evaluate.</p> <p>(Mechanisms) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Snack-time Scones: Linked to science work on nutrition and a balanced plate identify which common snacks are healthy / unhealthy. Taste a range of ingredients to broaden pallets. Using an exploded labelled diagram design a savoury scone with a filling that could form part of a balanced diet. Create a slogan to 'promote the scone. Make the scone and evaluate by tasting.</p> <p>(Cooking & Nutrition) (Design, Make, Evaluate,)</p> 		
Y4	<p>Catapult: Research Roman catapults identifying how energy is stored and released to launch a projectile. Use a prototype to explore this. Identify where there will be pushes , pulls and impact in a catapult model and use this to think about which areas will need strengthening. Measure and mark up wood before cutting to recognise economy with resources. Revise how to use a hand drill, hot glue gun, hammer and screwdriver. Using a labelled exploded diagram design a model catapult and make it. Evaluate by using it to launch a paper projectile at a target. Make alterations to improve accuracy.</p> <p>(Woodwork) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Jitterbug: Research a range of moving toys - what makes them move? What shapes, colours and functions are used to make them appealing? Learn how to strip wires. Learn how to wire a circuit and connect a power source. Learn to insulate bare wire. Learn how to make a switch. Learn how to cut and shape wire. Explore a model and videos of a working jitterbug identifying where different joining and strengthening techniques might be used. Use an exploded labelled diagram to design a jitterbug. Make a jitterbug, test and evaluate.</p> <p>(Structure / Mechanisms / Electricity) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Book Sleeve: Look at a range of journals. How are they made personal? Introduce the idea of a book sleeve that can be reused. Teach pupils that when you sew and glue fabric pieces onto another piece of fabric to create a picture or pattern, it's called appliqué. Recap sewing techniques learnt and learn how to use blanket stitch to edge a piece of material.. Use an exploded diagram to plan a book cover. Make a paper template. Measure and cut material accurately to avoid waste. Create book cover and evaluate against the design.</p> <p>(Sewing & Textiles) (Design, Make, Evaluate, Technical Knowledge)</p> 	<p>Pizza Portraits: Linked to earlier work on Italy and the Romans pupils will have a go at making pizzas. Pupils will learn to measure temperature, weight and capacity very accurately and should know that sugar 'feeds' yeast. Pupils will learn how to knead and stretch proved dough. Using an exploded diagram pupils will design their own new pizza portrait that must take into account their understanding of a healthy plate. They should write a short speech to persuade people why their pizza is best. Make, test and evaluate the pizza.</p> <p>(Cooking & Nutrition) (Design, Make, Evaluate)</p> 