



Engineer

**Design and Technology
Curriculum
*2025-26***

Our Intent for Design and Technology at Roundhill Primary School

“Design is not just what it looks like and feels like. Design is how it works.” Steve Jobs

At Roundhill, we offer a Design and Technology curriculum that provides children with a real-life context for learning. We want to allow children to be critical, creative and meticulous in their approach to evaluating, planning and making a product for a purpose. Through the Design and Technology curriculum, children will be inspired by engineers, designers, chefs and architects to enable them to create a range of structures, mechanisms, textiles, electrical systems and food products with a real-life purpose and to solve real-life problems.

Children will develop the creative, technical and practical expertise needed to perform everyday tasks confidently and safely, to participate successfully in an increasingly technological world. They will critique, evaluate and test their ideas and products and the work of others. Children will also understand and apply the principles of nutrition and learn how to cook simple meals.

Through our Design and Technology curriculum, children will learn how to take risks with a new plan or idea, becoming thoughtful, resourceful, innovative and capable citizens. Through their evaluation of past and present technologies, they will develop a critical understanding of its impact on daily life, and recognise the essential contribution that high-quality design and technology makes to the creativity, culture, wealth and well-being of society.

Implementation

Our teaching of Design and Technology follows the design, make and evaluate cycle. Each stage is rooted in technical knowledge gained from looking at examples that already exist. Wherever possible, the design process should be linked to real life, relevant contexts to give meaning to learning. While making, children will be taught how to use a range of tools and to develop the knowledge required to choose freely from these. To evaluate, children will learn to evaluate their own products against a design criterion. Each of these steps is underpinned with technical knowledge and high-quality vocabulary.

Opportunities are planned for children to evaluate key events and individuals who have helped shape the world, showing the real impact of design and technology on the wider environment and helping to inspire children to become the next generation of innovators. All pupils will be taught the essential aspects of need identification, research, design, construction and evaluation. From EYFS to KS2, our pupils will build up a body of key foundational knowledge (know what) and skills (know how). They will also explore the links between DT and other subject disciplines (maths, science, computing, art and engineering.)

Design and Technology Curriculum Overview – 2025-26

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Ongoing opportunities to explore 3D modelling, messy play, collage, cutting, threading, clay sculptures and cooking in addition to links to Fine Motor Skills					
Nursery 1	Exploring materials <i>Who am I?</i>	Exploring colour mixing <i>What is a celebration?</i>	Explore texture and choose materials <i>What keeps me warm?</i>	Experimenting with shape <i>How do I look after plants?</i>	Drawing people and places <i>Where can I walk to?</i>	Joining different materials <i>Who lives on the farm?</i>
Nursery 2	Exploring materials <i>Who are we?</i>	Exploring colour mixing <i>How do you celebrate?</i>	Exploring texture and joining materials <i>What can I feel?</i>	Experimenting with lines and shape <i>How do plants grow?</i>	Drawing people <i>Where in the world can I go?</i>	Showing emotions in drawings and paintings <i>Who lives in the jungles?</i>
Reception		Exploring materials and texture <i>Diwali pots and Christmas ornaments</i>			Exploring texture and joining materials <i>Junk modelling: houses, boats, transport</i>	
	Seasonal crafts Autumn	Seasonal crafts Christmas	Seasonal crafts Winter	Seasonal crafts Spring/Easter	Seasonal crafts Summer	
Year 1			TEXTILES <i>Hand puppets</i>		COOKING & NUTRITION <i>Fruit smoothies/kebabs</i>	STRUCTURES <i>Castles</i>
Year 2	STRUCTURES <i>Pet beds</i>	COOKING & NUTRITION <i>Healthy wraps from around the world</i>		MECHANISMS <i>Wheeled toy car</i>		
Year 3			STRUCTURES <i>Georgian architecture</i>	MECHANISMS <i>Shadow puppets with levers and pivots</i>		COOKING & NUTRITION <i>Vegetable muffins, seasonality</i>
Year 4		ELECTRICAL SYSTEMS <i>Light-up Christmas game</i>	TEXTILES <i>Anglo Saxon weaving</i>		COOKING & NUTRITION <i>Adapting a biscuit recipe</i>	
Year 5/6	TEXTILES <i>Applique banner linked to a wonder of the world</i>		COOKING & NUTRITION <i>Developing a recipe Bolognese</i>	ELECTRICAL SYSTEMS <i>Steady hand buzzer game</i>		