

Horningsham Primary School

Design and Technology Overview



Our Design and Technology programme nurtures pupils' creativity, problem-solving, and practical skills, encouraging them to think like designers and engineers. Pupils develop confidence to generate ideas, plan, make, and evaluate products that are functional, innovative, and fit for purpose.

Each unit focuses on four core strands: Design, Make, Evaluate, and Technical Knowledge. Pupils explore a range of key areas including structures, mechanisms, textiles, cooking and nutrition, electrical systems, and the digital world. The curriculum is designed as a spiral programme, where pupils revisit knowledge and skills with increasing depth, building on prior learning. This approach develops both creative confidence and critical thinking, preparing pupils to become thoughtful, capable designers able to solve real-world problems.

Design + Technology	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Robins Cycle A		Structures: Boats + Creative Opportunities	*Cooking lesson Phunky Foods: Spring Rolls	Mechanisms: Moving story		Textiles: Simple Stitches
Robins Cycle B		Structures: Stable Structures		Cooking + Nutrition: Fruit and Veg		Textiles: Puppets
Woodpeckers Cycle A		Mechanisms: Moving Toys		Structures: Constructing a Castle		Cooking + Nutrition: A Balanced Diet
Woodpeckers Cycle B		Textiles: Pouches		Mechanisms: Fairground Wheel		Cooking + Nutrition: Eating Seasonally
Owls Cycle A		Cooking and Nutrition: Adapting a recipe (Biscuits)		Mechanical Systems: Pop-Up Books		Structures: Playgrounds
Owls Cycle B		Textiles: Stuffed Toys		Electrical Systems: Steady Hand Game		Cooking and Nutrition: Developing a Recipe
Owls Cycle C		Mechanical Systems: Sling Shot Cars		Textiles: Fastenings (Book Cover)		Cooking and Nutrition: Come Dine with Me

*EYFS Curriculum introduces children to food in PSSED/Understanding of the World