



Greasley Beauvale Primary School
Design and Technology Curriculum



	Project	Knowledge	Skills	Vocabulary
Nursery			<ul style="list-style-type: none"> • Explores a wide range of materials. • Uses basic tools (glue sticks, paintbrushes, child-safe scissors). • Uses talk or actions to express ideas during construction. • Builds with a variety of blocks, construction kits, and loose parts. • Experiments with different ways to connect or stack materials. • Talks about what they have made and shows pride. • Uses materials imaginatively in role-play or small world play. 	Cut Stick
		<ul style="list-style-type: none"> • Names familiar foods. • Begins to understand that some foods are good for them. • Shows awareness that food comes from nature. 	Cooking and Nutrition <ul style="list-style-type: none"> • Begins to show interest in food, taste and textures. • Joys in with food-based play (pretend cooking, mixing, pouring). • Begins to use utensils with adult guidance. • Washes hands with adult help before food activities. 	Wash Taste
Reception		<ul style="list-style-type: none"> • Describes tastes and textures using simple vocabulary (crunchy, soft, sweet). • Talks about healthy and unhealthy foods in simple terms. • Understands that we need a variety of foods to grow and stay healthy. • Explains in simple terms where food comes from. 	<ul style="list-style-type: none"> • Selects appropriate materials and tools for purpose. • Uses tools like scissors with control and intention. • Joins materials different ways. • Plans what to make before building through drawings or talk. • Constructs stable models that reflect their intentions. • Modifies their design to improve it. • Talks confidently about what they have made and why they chose the materials and tools. • Creates products with clear purpose and intention. 	Join Build Model



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			Cooking and Nutrition <ul style="list-style-type: none"> • Explores a wider range of foods using all senses. • Uses tools like child-safe knives or peelers with supervision. • Prepares simple cold snacks with support. • Understands and applies hygiene routines independently. 	Fruit Vegetable Chop Mix
Year 1	Pop-up Picture (Mechanism)	<ul style="list-style-type: none"> • Use basic sliders and wheels. 	Design <ul style="list-style-type: none"> • Design simple, functional products. • Talk about their ideas. • Draw simple sketches and use templates. Make <ul style="list-style-type: none"> • Choose basic tools and use them safely. • Select materials based on simple properties. • Join materials using tape, glue, and simple methods. Evaluate <ul style="list-style-type: none"> • Talk about what they like and dislike. • Compare their product to existing examples. • Reflect on successes and areas for improvement. 	Plan Design Materials Tools Shape Structure Stable Evaluate Purpose Levers
	Greenhouse (Structure)	<ul style="list-style-type: none"> • Build simple structures (e.g towers, bridges). • Explore making structures stronger and more stable. 		
	Healthy Sandwich	<ul style="list-style-type: none"> • Recognises that we need a variety of foods to stay healthy. • Can sort foods into basic groups (fruit, vegetables, dairy). • Know how fruit and vegetables grow and identify foods that come from animals. 		
Year 2	Victorian House (Structure)	<ul style="list-style-type: none"> • Reinforce structures (folding, bracing, strengthening). • Explore mechanisms (axles, levers, simple linkages). 	Design <ul style="list-style-type: none"> • Design products for others, based on a clear purpose. • Generate detailed drawings with labels. 	Function Purpose Annotate Reinforce



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	African Pattern (Textiles)	<ul style="list-style-type: none"> • Include basic mechanisms (levers, axles) effectively in their design. 	<ul style="list-style-type: none"> • Create mock-ups and refine ideas. <p>Make</p> <ul style="list-style-type: none"> • Use a wider range of tools confidently. • Choose materials for specific characteristics. • Join and combine materials securely (sewing, slotting and gluing). <p>Evaluate</p> <ul style="list-style-type: none"> • Evaluate how well their products meets the design criteria. • Suggest ways to improve their designs. • Test products and adapt ideas accordingly. 	
	Fruit Salad	<ul style="list-style-type: none"> • Can discuss what makes a balanced diet. • Understands the basic journey food takes from source to plate. 	<p>Cooking and Nutrition</p> <ul style="list-style-type: none"> • Uses basic techniques like mixing, tearing, spreading, peeling with growing confidence. • Prepares a wider range of simple dishes more independently. • Demonstrates safe use of tools and good hygiene routines. 	Spread Source
Year 3	Stone Age Shelter (Structure)	<ul style="list-style-type: none"> • Understand how to make structures more stable and stronger. • Use basic mechanisms like levers or linkages. 	<p>Design</p> <ul style="list-style-type: none"> • Use research to help plan a design aimed at a specific audience or need. • Generate and explain ideas using labelled sketches. <p>Make</p> <ul style="list-style-type: none"> • Use a range of tools (saws, glue guns, needles) safely with support. • Select materials suitable for structure or appearance. • Assemble products with care and begin using accurate measurements. <p>Evaluate</p> <ul style="list-style-type: none"> • Explore and compare existing products in detail. • Reflect on their own work and suggest simple improvements. • Begin considering user feedback. 	Measurement linkages
	A4 Flag (Textiles)			



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	Salad	<ul style="list-style-type: none"> Understand what makes a balanced diet. Know where some foods come from (fruit, veg, grains). 	Cooking and Nutrition <ul style="list-style-type: none"> Safely prepare simple cold savoury dishes (e.g salads, sandwiches). 	Savoury Cook Hygiene Grains
Year 4	Bridge (Structure)	<ul style="list-style-type: none"> Reinforce structures using internal supports or bracing. 	Design <ul style="list-style-type: none"> Use simple design criteria informed by research to shape ideas. Develop designs with annotated sketches and prototypes. Discuss how ideas meet user needs and preferences. Make <ul style="list-style-type: none"> Use tools with growing precision and safety. Justify material choices based on aesthetics and purpose. Follow procedures to make high-quality products with attention and detail. Evaluate <ul style="list-style-type: none"> Evaluate products against original design intentions. Use peer feedback to improve designs. Identify what worked well and what could be refined. 	Prototype Aesthetics Refine Axles
	Roman Weapon (Mechanism)	<ul style="list-style-type: none"> Incorporate more accurate mechanisms (e.g. wheels on axles). 		
	Pizza	<ul style="list-style-type: none"> Understand the importance of hygiene and seasonality. Know how foods are farmed, caught or processed. 	Cooking and Nutrition <ul style="list-style-type: none"> Use techniques like peeling, grating, chopping with support. 	Seasonality Technique Grate
Year 5		<ul style="list-style-type: none"> Begin to understand and use electrical systems (bulbs, buzzers, motors). 	Design <ul style="list-style-type: none"> Use detailed research to inform design specifications. Create cross-sectional or exploded diagrams to explain ideas. Make <ul style="list-style-type: none"> Use a wide range of tools and materials with accuracy and confidence. Make appropriate adjustments during making to improve quality. 	Exploded Diagrams Gears Pulleys
	Coal Shaft (Mechanism)	<ul style="list-style-type: none"> Use mechanical systems (cams, gears, pulleys) effectively. 		



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Year 6			<ul style="list-style-type: none"> Accurately follow design plans, including prototypes and templates. <p>Evaluate</p> <ul style="list-style-type: none"> Analyse products in terms of function, user needs, and quality. Use criteria and user opinions to guide and justify changes. Evaluate how past designs have influences today's products 	
	Fruit Crumble	<ul style="list-style-type: none"> Understand food origins and their environmental impact. 	<p>Cooking and Nutrition</p> <ul style="list-style-type: none"> Prepare and cook a variety of savoury dishes using techniques like boiling or baking. Adapt a recipe based on healthy eating principles. 	Boil Bake
		<ul style="list-style-type: none"> Build more complex structures using frameworks. Embed electrical components into products. Use programming and sensors to monitor and control outputs effectively. 	<p>Design</p> <ul style="list-style-type: none"> Produce innovative designs using user-centred thinking. Use a range of methods (diagrams and presentations) to clearly communicate complex ideas. Consider sustainability and function when refining ideas. <p>Make</p> <ul style="list-style-type: none"> Apply specialist tools, techniques and finishes precisely. Work independently to refine and improve the quality of products. Demonstrate efficient, safe, and accurate use of a variety of materials. <p>Evaluate</p> <ul style="list-style-type: none"> Use a design specification to rigorously test and evaluate products. Make thoughtful comparisons to commercial or historical examples. Consider how key individuals and technologies have shapes modern design. 	Sustainability Function



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	Spaghetti Bolognese	<ul style="list-style-type: none">• Plan a nutritious meal with ingredients sources seasonally.• Consider sustainability and ethics in food production.	Cooking and Nutrition <ul style="list-style-type: none">• Confidently prepare savoury meals using a range of cooking methods.	Utensils Nutrition
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