Holbeton Primary School

Design Technology Rolling Programme Overview

INTENT

At Holbeton Primary School we follow the Kapow Design Technology scheme of work over a rolling programme. The scheme aims to inspire pupils to be innovative and creative thinkers who have an appreciation for the product design cycle through the formation of ideas, creation and evaluation. Pupils have the opportunity to develop the confidence to take risks, through drafting design concepts, modelling and testing and to be reflective learners who evaluate their work and the work of others. We aim to build an awareness of the impact of design and technology on our lives and encourage pupils to become resourceful, enterprising citizens who will have the skills to contribute to future design advancements.

IMPLEMENTATION

The Design and Technology National Curriculum outlines the three main stages of the design process: design, make and evaluate. Each stage of the design process is underpinned by technical knowledge which encompasses the contextual, historical and technical understanding required for each strand. Cooking and nutrition have a separate section, with a focus on specific principles, skills and techniques in food, including where food comes from, diet and seasonality.

The National Curriculum organises the Design and Technology attainment targets under four subheadings: Design, Make, Evaluate and Technical knowledge. These subheadings correspond to the Kapow Primary Design and Technology strands:

- Design
- Make
- Evaluate
- Technical knowledge

The scheme has a clear progression of skills and knowledge throughout these strands.

Six Key Areas:

1. Cooking and nutrition
2. Mechanisms/Mechanical systems
3. Structures
4. Textiles
5. Electrical systems (KS2 only)

IMPACT

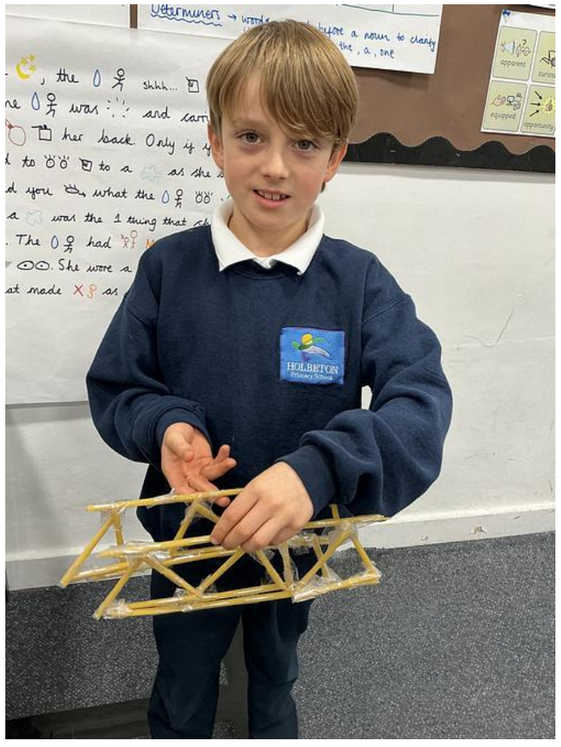
The impact of the Design and Technology curriculum at Holbeton Primary School is that pupils develop creativity, confidence and practical skills that enable them to design and make functional products.

Children learn to think critically about their designs, reflect on their work and suggest improvements. Through the process of designing, making and evaluating, pupils build resilience and independence while developing an understanding of how technology and design solve real-world problems.

Assessment takes place through observation, discussion and evaluation of completed projects, allowing teachers to monitor pupils' progress in both practical skills and design thinking.

By the time pupils leave Holbeton Primary School they will:

- Develop creative and practical design skills
- Design, make and evaluate purposeful products
- Use a range of tools and materials safely and effectively
- Understand key concepts including mechanisms, structures and materials
- Apply knowledge of cooking and nutrition to prepare simple dishes
- Evaluate and improve their work using appropriate vocabulary
- Meet the end of key stage expectations outlined in the National Curriculum for Design and Technology





EYFS

Expressive Arts and Design and Physical Development, as outlined in *Development Matters*. Children are encouraged to explore, design, make and adapt using a wide range of materials, tools and construction resources.

Through play-based learning and carefully planned provision, children learn to build, construct, join and manipulate materials, developing early problem-solving and design skills. They are given opportunities to plan what they want to create, test their ideas and make changes as they work, helping them to understand simple design processes.

Provision such as construction areas, junk modelling, creative workshops, small-world play and outdoor building resources enables children to experiment with materials, explore how things work and develop their fine motor skills when using tools such as scissors, glue spreaders and joining materials.

Adults support children by modelling language, asking questions and encouraging them to explain their ideas and evaluate their creations. These early experiences help children develop creativity, resilience and practical skills, providing a strong foundation for Design and Technology learning in Key Stage 1 and beyond.

Year 1

	Art	DT	Art	DT	Art	DT
2025-26	Year 1 Spirals	Structures: Stable Structures	Year 1 Simple Printmaking	Mechanisms: Wheels and axles	Year 1 Playful Making	Cooking and Nutrition: smoothies
		Mechanisms Slider game		Textiles Puppets		Structures: constructing a windmill

Year 2 and 3

	Art	DT	Art	DT	Art	DT
2025-26	Year 2 Explore and Draw	Mechanisms: making a moving monster (link to Egypt topic)	Year 2 Exploring the World Through Mono Print	Textiles: pouches	Year 2 Be An Architect	Cooking and Nutrition: Balanced Diet
2026-2027	Year 3 Gestural Drawing with Charcoal	Electrical systems: electric poster	Year 3 Working with Shape and Colour	Structures: constructing a castle	Year 3 Making Animated Drawings	cooking: eating seasonally

Year 4/5/6

	Art	DT	Art	DT	Art	DT
2025-26	Year 6 2D Drawing to 3D Making	Year 4 Structures: Stable Structures	Year 6 Activism	Year 4 Electrical systems: torches	Year 6 Shadow puppets (link to Amazon topic)	Year 4 Cooking and Nutrition: adapting a recipe
2026-2027	Year 4 Storytelling Through Drawing	Year 5 Mechanisms: gears and pulleys	Year 4 Exploring Still Life	Year 5 Textiles: stuffed toys	Year 4 Festival Feasts	Year 5 Structure: Bridges
2027 – 2028	Year 5 Typography & Maps	Textiles: bags	Year 5 Mixed Media Land & City Scapes	Year 6 Electrical systems: steady hand games	Year 5 Set Design	Year 6 Cooking and Nutrition: Come dine with me