



Design Technology  
Curriculum Overview

Year A – Key Stage 1						
Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Red, Orange and Yellow				
		Moving story books	Windmills	Puppets	Wheels and axles	Fruit and vegetable smoothies
Design purposeful, functional, appealing products for themselves and other users based on design criteria	Design	✓	✓	✓	✓	
Generate, develop, model and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology	Design	✓	✓	✓	✓	
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining, and finishing]	Make	✓	✓	✓	✓	✓
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	✓	✓	✓	✓	✓
Explore and evaluate a range of existing products	Evaluate	✓	✓		✓	✓

Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Year A – Curriculum mapping for KS1 (Red, Orange and Yellow classes)				
		Moving story books	Windmills	Puppets	Wheels and axles	Fruit and vegetable smoothies
Evaluate their ideas and products against design criteria	Evaluate	✓	✓	✓	✓	
Build structures, exploring how they can be made stronger, stiffer and more stable	Technical Knowledge		✓			
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products	Technical Knowledge	✓	✓		✓	
Use basic principles of a healthy and varied diet to prepare dishes	Cooking and nutrition					✓
Understand where food comes from	Cooking and nutrition					✓

Year B – Key Stage 1						
Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Red, Orange and Yellow				
		Moving monsters	Baby bear's chair	Pouches	Ferris wheels	A balanced diet
Design purposeful, functional, appealing products for themselves and other users based on design criteria	Design	✓	✓	✓	✓	
Generate, develop, model, and communicate their ideas through talking, drawing, templates, mock- ups and, where appropriate, information and communication technology	Design	✓	✓	✓	✓	
Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining, and finishing]	Make	✓	✓	✓	✓	
Select from and use a wide range of materials and components, including construction materials, textiles, and ingredients, according to their characteristics	Make	✓	✓	✓	✓	✓
Explore and evaluate a range of existing products	Evaluate	✓		✓	✓	✓
Evaluate their ideas and products against design criteria	Evaluate	✓	✓	✓	✓	

Key Stage 1 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Red, Orange and Yellow				
		Moving monsters	Baby bear's chair	Pouches	Ferris wheels	A balanced diet
Build structures, exploring how they can be made stronger, stiffer and more stable	Technical Knowledge		✓		✓	
Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products	Technical Knowledge	✓			✓	
Use basic principles of a healthy and varied diet to prepare dishes	Cooking and nutrition					✓
Understand where food comes from	Cooking and nutrition					✓

Year A – Lower Key Stage 2							
Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Green, Blue and Indigo					
		Eating seasonally	Castles	Egyptian Collars	Pneumatic toys	Electric Poster	Electronic Charm
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups	Design	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design	Design		✓	✓	✓	✓	✓
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make		✓	✓	✓	✓	✓
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	✓	✓	✓	✓	✓	✓
Investigate and analyse a range of existing products	Evaluate		✓		✓		
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate		✓	✓	✓	✓	✓

Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Green, Blue and Indigo					
		Eating seasonally	Castles	Egyptian Collars	Pneumatic toys	Electric Poster	Electronic Charm
Understand how key events and individuals in design and technology have helped shape the world	Evaluate				✓		✓
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical Knowledge		✓				
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	Technical Knowledge				✓		
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers, and motors]	Technical Knowledge					✓	
Apply their understanding of computing to program, monitor and control their products	Technical Knowledge						✓
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	✓					

Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	✓					
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition	✓					

Year B – Lower Key Stage 2							
Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Green, Blue and Indigo					
		Pavilions	Adapting a recipe	Fastenings	Slingshot cars	Torches	Mindful timer
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups	Design	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design	Design	✓		✓	✓	✓	
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make	✓		✓	✓	✓	✓
Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics	Make	✓	✓	✓	✓	✓	

Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Green, Blue and Indigo					
		Pavilions	Adapting a recipe	Fastenings	Slingshot cars	Torches	Mindful timer
Investigate and analyse a range of existing products	Evaluate	✓	✓	✓	✓	✓	✓
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate	✓	✓	✓	✓	✓	✓
Understand how key events and individuals in design and technology have helped shape the world	Evaluate				✓	✓	
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical Knowledge	✓					
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]	Technical Knowledge				✓		
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers, and motors]	Technical Knowledge					✓	
Apply their understanding of computing to program, monitor and control their products	Technical Knowledge						✓



Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition		✓				
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition		✓				
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition		✓				

Year A – Upper Key Stage 2							
Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Violet, Turquoise and Maroon					
		What could be healthier?	Pop-up books	Stuffed toys	Doodlers	Bridges	Monitoring devices
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups	Design	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design	Design	✓	✓	✓		✓	✓
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make		✓	✓	✓	✓	

Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Violet, Turquoise and Maroon					
		What could be healthier?	Pop-up books	Stuffed toys	Doodlers	Bridges	Monitoring devices
Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities	Make	✓	✓	✓		✓	
Investigate and analyse a range of existing products	Evaluate		✓	✓	✓	✓	
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate		✓	✓	✓	✓	✓
Understand how key events and individuals in design and technology have helped shape the world	Evaluate	✓					✓
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical Knowledge				✓	✓	✓
Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers, and linkages]	Technical Knowledge		✓				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers, and motors]	Technical Knowledge				✓		

Apply their understanding of computing to program, monitor and control their products	Technical Knowledge							✓
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	✓						
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	✓						
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition	✓						

Year B – Upper Key Stage 2							
Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Violet, Turquoise and Maroon					
		Come dine with me	Automata toys	Steady hand game	Playgrounds	Navigating the world	Waistcoats
Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups	Design	✓	✓	✓	✓	✓	✓
Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer- aided design	Design		✓	✓	✓	✓	✓

Key Stage 2 - National curriculum Design and technology content	Kapow Primary's Design and technology strands	Violet, Turquoise and Maroon					
		Come dine with me	Automata toys	Steady hand game	Playgrounds	Navigating the world	Waistcoats
Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately	Make		✓	✓	✓	✓	✓
Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities	Make	✓		✓	✓		✓
Investigate and analyse a range of existing products	Evaluate		✓	✓	✓		✓
Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work	Evaluate		✓	✓	✓	✓	✓
Understand how key events and individuals in design and technology have helped shape the world	Evaluate	✓	✓	✓			
Apply their understanding of how to strengthen, stiffen and reinforce more complex structures	Technical Knowledge				✓		

Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers, and linkages]	Technical Knowledge		✓				
Understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers, and motors]	Technical Knowledge			✓			
Apply their understanding of computing to program, monitor and control their products	Technical Knowledge					✓	
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	✓					
Prepare and cook variety of predominantly savoury dishes using a range of cooking techniques	Cooking and nutrition	✓					
Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed	Cooking and nutrition	✓					