

# DESIGN AND TECHNOLOGY





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At Clavering, we believe D&T is not just about learning how to make things—it's about fostering innovation, teamwork, and problem-solving skills that will help children in all areas of life. We want our Children to leave with the confidence to tackle challenges, the creativity to design solutions, and the technical know-how to bring their ideas to life. D&T is about learning to shape the world, and we're here to help every child discover their potential as a future designer, inventor, or chef!



Behind every great design is some clever engineering! Children will learn the technical skills needed to make their projects work. From understanding how levers and pulleys operate to exploring electrical circuits or learning about stronger structures, they'll gain the knowledge they need to build more complex and functional creations. We'll introduce key concepts like movement, mechanisms, and electronics, giving children the tools to create with purpose.

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Clavering  
PRIMARY SCHOOL

At Clavering, Design and Technology (D&T) is all about creativity, problem-solving, and hands-on learning! Our D&T curriculum encourages children to design, create, and evaluate their own projects, helping them turn their ideas into reality. Whether they're building models, crafting solutions to everyday problems, or cooking up tasty treats, our children learn valuable skills that inspire innovation and spark curiosity.



# THE BIG IDEAS

We focus on key Big Ideas that bring design and technology to life in fun, engaging, and practical ways.

**inspire**  
Inspired by...



Design



Create



Evaluate





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# THE BIG IDEA



inspire

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Everything starts with a plan! Children will learn how to generate ideas, sketch designs, and plan projects that solve real-world problems. They'll consider who their product is for and what its purpose will be, thinking critically about how to meet the needs of others. From designing a toy for a younger child to planning a healthy snack, children will discover how to use their creativity to come up with innovative ideas.



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Once the design is done, it's time to get making! Children will work with a variety of materials—wood, textiles, plastics, and more—to bring their designs to life. They'll use different tools and techniques to cut, shape, and assemble their creations, gaining practical skills along the way. Whether they're constructing models, sewing fabric, or building structures, children will develop confidence in making things with their own hands.



# THE BIG IDEA





Reflection is key to improvement! After making their projects, children will evaluate their work by testing it, looking at what works well and what could be improved. They'll also learn how to give and receive constructive feedback, helping each other to think about how their designs can evolve. Evaluating helps Children develop a growth mindset, where they see challenges as opportunities to learn and improve.

# THE BIG IDEA





Through these Big Ideas, our D&T curriculum empowers children to think creatively, work practically, and develop skills that will last a lifetime. Our lessons are hands-on and project-based, allowing Children to explore their own ideas, experiment with materials, and take pride in the things they make. Whether they're crafting a model, cooking a meal, or building a functional invention, we want every child to feel the excitement and satisfaction of creating something from start to finish.

# THE BIG IDEAS





# WHAT DO THESE BIG IDEAS LOOK LIKE IN CLASSROOMS?



**inspire**  
Inspired by.

**Design**

**Create**

**Evaluate**



# WHAT DOES THIS LOOK LIKE IN KEY STAGE 1?

First Year	● Inspired By	● Design	● Create	● Evaluate
Construction 1 – Moving Pictures	Books with moving parts	Slider and lever planning	Cut and attach flaps, levers	Show and tell, feedback
Textiles 1 & 2 – Blankets & Puppets	Fabric types, templates	Choose visuals and layout	Running stitch, join fabrics	Final look and stitching strength
Food Tech 1 – Fruit Kebabs	Explore colourful fruits	Pattern and colour design	Skewer safely, arrange	Taste and vote favourites

Second Year	● Inspired By	● Design	● Create	● Evaluate
Construction 2 – Homes (Hinges)	Card building tests, tube use	Hinge and roof design	Glue tabs, slots, folding	Strength testing, group feedback
Mechanics 1 & 2 – Vehicles & Toys	Push/pull toy studies, wheel tests	Initial ideas, refine prototypes	Axle assembly, decoration	Movement tests, compare designs
Food Tech 2 – Smoothies	Fruit tasting, texture talks	Colour and health choices	Chop, blend, measure	Taste tests, group charts





# WHAT DOES THIS LOOK LIKE IN YEAR 3?

Unit	● Inspired By	● Design	● Create	● Evaluate
Textiles 3 – Stuffed Teddies	Dissect soft toys, teddy shape studies	2D to 3D shape template	Blanket stitch, join, stuff	Stitch strength, shape check
Construction 3 – Shell Packaging	Real packaging examples	Net design for function	Cut, fold, glue, test	Fit and design appeal evaluation
Food Tech 3 – Healthy Sandwiches	Taste tests, nutrition talks	Pairing and texture plans	Knife safety, boil eggs, fill sandwiches	Taste, hygiene, visual quality





# WHAT DOES THIS LOOK LIKE IN YEAR 4?

Unit	● Inspired By	● Design	● Create	● Evaluate
Mechanics 3 – Pneumatic Toys	Toy demos, pumps and syringes	Mechanism for movement	Assemble air tubes and syringes	Peer reflections, test air pressure
Food Tech 4 – Pastry (Picnic)	GBBO/MasterChef inspiration	Filling choices, pastry shapes	Rub in, roll, shape, bake	Outdoor judging, taste test
Electronics 1 – Torches (Crumble)	Explore circuits and switches	Personal torch design	Crumble intro, LED, wiring	Peer testing, function review









# WHAT DOES THIS LOOK LIKE IN YEAR 5?

Unit	● Inspired By	● Design	● Create	● Evaluate
Construction 4 – Bird Box	Bird box studies, material testing	Outdoor durability and function	Saws, vices, wood glue	Peer feedback, suitability testing
Food Tech 5 – Spanish Tortilla	Traditional recipes, food prep skills	Balanced snack meal	Grate, chop, whisk, pan-cook	Taste evaluation
Electronics 2 – Lighthouses (Crumble)	Local lighthouse inspiration	Purposeful light signals	Crumble coding, circuit build	Test functionality, record video demo





# WHAT DOES THIS LOOK LIKE IN YEAR 6?

Unit	 Inspired By	 Design	 Create	 Evaluate
Textiles 4 – Felt Phone Cases (CAD)	Recycled clothing, stitch sampling (Binca), fasteners	Personal/gift use, choose stitch style	Add strap, applique, layered fabrics, CAD software	Fastener choice, overall design/function
Food Tech 6 – Bread	Bread tasting, yeast reaction experiments	Flavour and shape for sports day snack	Weigh, knead, prove, bake, flavour mix	Taste tests, data recording, group presentation





**inspire**  
Inspired by...





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**Create**

**Evaluate**



# DT Progression Map: Big Ideas from Year 1 to Year 6

	 <b>Inspired By</b> Research, Explore Investigate	 <b>Design</b> Plan, Purpose Problem: Solve	 <b>Create</b> Make. Construct, Cook	 <b>Evaluate</b> Reflect. Test: Improve
<b>Y1</b>	Explore simple materials, real, (life objects, (cards, fruit), use senses and visuals.	Choose colors/materials simple. templates and shapes	Use scissors, join fabric (with help)) Skewers and basic food safety	Talk about what they like compare finished product to example
<b>Y2</b>	Test structures. compare food types, basic experiments (smoothie vehicle movement)	Introduce prototypes draw labelled designs./vehicles homes, smoothies	Add wheels/axies cut/assemble smoothie ingredients. simple hinge construction	Taste and vote simple verbal reflection (* Did it stand up?)
<b>Y3</b>	Investigate 2D-3D forms, compare real vs, product packaging, taste texture food tests	Use nets for 2D packaging, sketch today patterns link ingredients to function	Sew with help (blanket stitch) boll egg/open tin fold/cat nets	Begin using criteria peer feedback. compare against original design
<b>Y4</b>	Watch example videos, test pneumatic systems, explore electrical (circuits switches)	Design with techniques in mind (rub-in method pneumatic movement)	Knead pastry, glit: wood/catchboard hold with pneumatics torches	Group critique (un formats (picn juding, circuits working)
<b>Y5</b>	Evaluate commercial products (phone case, breads, perform material & ingredient trials	Incorporate systems (crumble code for tights) Plan for assembly & function	Use saws/vices (with support). use Crumble software make full meals	Use criteria checklists, collect and analyse Feedback present data
<b>Y6</b>	Independently select methods and materials	Apply multiple constraints tit, fastening aesthetics	Independently plan & execute textiles and baking projects Apply previous skills creatively	Use criteria checklists collect—analyse peer feedback present data (bread pitch, textile review)





