

DESIGN TECHNOLOGY INTENT 2025/2026

Reviewed June 2026

INTENT Our teaching of design technology should enable pupils to...		Design and make products to solve problems and to consider a variety of users. Evaluate own and others' products. Develop technical knowledge	
	Design and make products to solve problems	Evaluation skills	Develop technical knowledge
EYFS	Children to have an awareness and opportunities to explore different varieties of design technology in continuous provision: - Baking - Construction area - Malleable area - Outdoors / Outdoor learning - Creative area - Junk modelling - Create collaboratively, sharing ideas, resources, and skills	Working co-operatively Testing the models, baking, etc Individual evaluation - adding and refining creations on a daily basis. Peer evaluation - talking about our creations with friends and presenting in show and tell	

	Linking to: PD - fine motor EAD - creating with materials Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. Explore different materials freely, in order to develop their ideas about how to use them and what to make. Refines previous knowledge on joining materials and artistic effects - cold glue guns, paper clips, split pins, & hole punch with treasury tags. Develop their own ideas and then decide which materials to use to express them.	Ask for adult support when evaluating if they need something they cannot access or if they need support e.g. can you help me join this together?	
Y1	Design your own superhero. Make the tool for the superhero. Design, make, bake and decorate gingerbread biscuits Write instructions (English books)	Evaluate the tool. Evaluate their ideas and products against design criteria Design purposeful, functional, appealing products for themselves and other users based on design criteria	

	Design and make a transport model. Design a planet. Follow instructions to create a paper mache planet. Design and create a clay alien. Design and make Djembe drums - construct and make. Making a fruit salad. How do you cut fruit safely? Create a recipe for a smoothie How will you cut your fruit safely? How will you present the smoothie in a cup. Write out the ingredients (English books)	Present models and test. Evaluate how well they work. Design purposeful, functional, appealing products for themselves and other users based on design criteria Evaluate drums Evaluate their ideas and products against design criteria Select from and use a range of tools and equipment to perform practical tasks Evaluate the taste. Evaluate their ideas and products against design criteria Evaluate the taste. Evaluate their ideas and products against design criteria	How to fix wheels for the model. Explore and use mechanisms e.g. axels
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Y2	Blackberry walk to collect blackberries to make crumble. Work together to make the crumble. Pirate soup Design and make a Fire of London house Build an igloo Draw and make a map of a Motte and Bailey castle Use the map to construct the castle Design and make Sydney Harbour bridge	What did the crumble taste like? Evaluation and reflection writing. How did the house burn? Evaluate the taste.	Build structures, exploring how they can be made stronger, stiffer and more stable. Build structures Explore and use mechanisms e.g. levers. Build structures, exploring how they can be made stronger, stiffer and more stable.
Y3	Design a Stone Age house. Make a mini Wattle and Daub wall. Levers and linkages in Christmas cards. Design and make Roman sandal.	Evaluating the Stone Age houses	apply their understanding of how to strengthen, stiffen and reinforce more complex structures Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages]

	Look at the joins on the sandal. Seasonal food and how it is affected by climates. Making tarts.	Peer evaluation of the sandals.	
Y4	Design and make an Ancient Egyptian cat using images to gain correct features. Ensure cat can stand and it is sturdy. Design and make a cat head from clay. Design and make a Death mask. Use a mask outline and build shapes upon and use correct detail using images as a reference. Make Christmas crafts. Design and make clay volcanoes using images as a reference, paint and varnish Design and make Trojan horses.	Evaluate design and compare to plan Evaluate design Evaluate design Evaluate design Evaluate design and compare to plan Evaluate design Evaluate design and compare to plan	Strengthen and reinforce the 3D model of Varjak to make it more stable. Strengthen and reinforce the 3D model of the Trojan Horse for stability. Use mechanical systems on the Trojan Horse ie: chassis or axels for wheels or even a pulley. Strengthen and reinforce the weapons to make it more sturdy and fit for purpose

	Design and make Greek weaponry		
Y5	Design and make a bridge that is strong using a limited amount of resources. Design and make a felt raindrop. Stitches to learn and use Design wallpaper in the style of William Morris. Design and make a Viking board game. Titanic project – create a system to lower the lifeboats safely from the Titanic	Evaluate the design of the bridge Evaluate design. Evaluate design against the criteria. Evaluate how well the board game works. Understand how the design of the lifeboats on the Titanic led to loss of life. Evaluate effectiveness of the design.	Use understanding of how to strengthen to reinforce bridges. Use of pulleys as a mechanical system.
Y6	Design and make a shoebox trench from WW1 using a range of resources. Design and make a Christmas wreath from natural materials using wire and natural materials. Learn how to weave using the wire and add Christmas decorations.	Evaluate own design and others. Make a Christmas wreath Evaluate design and compare to plan.	

	Design, build and evaluate a floating canoe. Think about key words: streamlined and buoyancy. Make the skeleton out of pliable sticks and then cover with waterproof material. Test canoes at sands park and evaluate own and other groups against success criteria. Design and create a scene from the Last Bear book using a mixture of natural and man-made materials Design and make a WW2 Anderson Shelter. Evaluate and Test strength of shelters using dictionaries. Cooking and evaluating rationed recipes from WW1 and understanding the choices of ingredients used. Design and make props for our leaver's performance.	Make a WW2 Anderson shelter using a range of materials. Design criteria: strong and realistic Evaluate designs.	
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