D and T Kidgate Academy 2025

Children will have clear enjoyment and confidence in Design and Technology that they will then apply to other areas of the curriculum.

Through carefully planned and implemented learning activities the pupils develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world.

EYFS

- Can I construct using a variety of resources?
- Can I create collaboratively with others?
- Can I share ideas, resources and skills?
- Can I return to and build on previous learning?
- Can I develop ways to represent my ideas?
- Can I safely use different materials, tools and techniques?
- Can I share my creations with others?
- Can I explore a variety of tools?

KS1

- Structures/ Mechanisms - Why do windmills go round and round?
- Textiles - How can I make a fabric puppet?
- Cooking and Nutrition - Where do fruits come from and how can they be eaten?
- Structures - How can we make Baby Bear's chair stronger?
- Mechanisms (wheels and axles) - Do wheels only work on vehicles?
- Mechanisms (levers, linkages and pivots) - How can I make a toy move?

LKS2

- Structures - What famous buildings can we create?
- Digital World - Wearable Technology - What makes computer aided design popular?
- Cooking and Nutrition - Why should the food we eat change with the seasons?
- Structures (Pavilions) - How can we strengthen frame structures?
- Mechanisms - Why are some cars faster than others?
- Electrical Systems (light) - What makes a good torch?

UKS2

- Cooking and Nutrition - Can I make dinner?
- Electrical Systems (motors) - How does evaluating help me to problem solve?
- Mechanisms (Pop Up Books) - How can I make an interactive pop-up book?
- Textiles - How can I make a themed stuffed toy?
- Food - How do you provide food on the frontline?
- Digital World - How did my product match my design brief?

D and T Curriculum Map