Design and Technology Curriculum Overview

Bassingbourn Community Primary School · 2026 to 2029

Design and technology is taught using the Kapow Primary scheme of work, in blocks alongside art and design; where both share a half-term, they are taught one after the other. Our classes are mixed-age, so units follow a two-year rolling programme. *Italic* half-terms are art and design blocks.

Reception

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Every year	Structures: junk modelling	Cooking and nutrition: soup	Textiles: bookmarks	Structures: boats	Seasonal design project	Invention challenge and celebration

Years 1 and 2 (mixed classes; the two years then alternate)

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
2026–27	Mechanisms: matching slider game	Structures: stable structures	Textiles: simple stitches	Cooking and nutrition: smoothies	Mechanisms: wheels and axles	Invention challenge and celebration
2027–28	Cooking and nutrition: balanced diet	Mechanisms: levers	Textiles: pouches	Mechanisms: fairground wheel	Structures: a chair for a bear	Invention challenge and celebration

Years 3 and 4 (mixed classes; the two years then alternate)

YEAR	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
2026–27	Textiles: fastenings	Mechanical systems: moving monster Electrical systems: exploring electrical products	*Art and design*	*Art and design*	Structures: helmets Cooking and nutrition: adapting a recipe	Mechanical systems: pneumatic toys
2027–28	Digital world: mindful moments timer	Mechanical systems: mechanical cars Digital world: wearable technology	Textiles: cross-stitch and appliqué	*Art and design*	Structures: product packaging Cooking and nutrition: eating seasonally	*Art and design*

Years 5 and 6 (separate classes in 2026–27, then mixed classes from 2027–28; the two years then alternate)

YEAR AND CLASS	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
2026–27 Year 5	Textiles: stuffed toys	Digital world: monitoring devices	Structures: bridges	Cooking and nutrition: developing a recipe	Mechanical systems: gears and pulleys	Electrical systems: wobble bots
2026–27 Year 6	Structures: playground pioneers	Mechanical systems: automata toys	Cooking and nutrition: come dine with me	Electrical systems: steady hand game	Digital world: navigating the world	Textiles: bags
2027–28 Years 5 and 6	Structures: playground pioneers	Mechanical systems: automata toys	Cooking and nutrition: come dine with me	Electrical systems: steady hand game	Digital world: navigating the world	Textiles: bags
2028–29 Years 5 and 6	Textiles: stuffed toys	Digital world: monitoring devices	Structures: bridges	Cooking and nutrition: developing a recipe	Mechanical systems: gears and pulleys	Electrical systems: wobble bots