

Design and technology

Key vocabulary

This document outlines the key vocabulary that is covered across our Design and technology scheme of work.

Strand:
Unit title

- Word

Curriculum support

Kapow Primary's curriculum access is being improved to make resources more searchable, user-friendly and sustainable.

Curriculum information pages and curriculum portals bring together content that was previously only available across multiple PDF documents. This allows quicker access to key information and ensures that the most up-to-date guidance is always available.

Curriculum information pages

These pages outline the intent, implementation and impact of the Kapow Primary curriculum, including the rationale behind the approach. They act as a central hub for curriculum guidance, with links to related resources, embedded media and FAQs to support understanding.

Curriculum portals

The curriculum portals provide an online view of each subject's long-term plan and progression. They bring together key unit information, including national curriculum links, British values and SMSC, knowledge and skills, vocabulary and cross-curricular connections, allowing easy navigation between whole-school and unit-level views.

1. Intent

This section outlines the overall D&T curriculum plan, including its structure, sequencing and the specific knowledge and skills students are expected to acquire.

Curriculum aims

Kapow Primary's Design and technology scheme of work aims to inspire pupils to become curious, creative and innovative thinkers with a broad...

Visit the Design and technology curriculum information pages online.

Design and technology

Long-term plan Standard - Current (2025/26)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Structures: Junk modelling	Cooking and nutrition: Soup	Textiles: Bookmarks	Structures: Boats	Use this time to: ★ Extend projects ★ Attend trips ★ Celebrate (gallery) ★ Set challenges	Use this time to: ★ Extend projects ★ Attend trips ★ Celebrate (gallery) ★ Set challenges
Year 1	Mechanisms: Matching slider game 2 options	Structures: Stable structures 2 options	Textiles: Simple stitches 2 options	Mechanisms 0 options	Cooking and nutrition: Smoothies	Use this time to: ★ Extend projects ★ Attend trips ★ Celebrate (gallery) ★ Set challenges

Visit the Design and technology curriculum portal online.



Food: Soup

- Fruit
 - Vegetables
 - Safety
 - Knife
 - Blade
 - Tool
 - Edge
 - Handle
 - Chop
 - Slice
 - Cut
 - Saucepan
- Blender
 - Chopping board
 - Hob
 - Boil
 - Blend
 - Mix
 - Packaging
 - Recyclable
 - Metal
 - Plastic
 - Reusable

Structures: Junk modelling

- Join
- Stick
- Cut
- Bend
- Slot
- Scissors
- Measure
- Materials
- Fix

Textiles: Bookmarks

- Thread
- Weave
- Pattern
- Sew
- Sewing needle
- Embroider
- Design
- Evaluate



EYFS

Reception

Structures: Boats

- Waterproof
- Absorb
- Prediction
- Variable
- Experiment
- Investigation
- Float
- Sink
- Junk



Option 1: Structures: Stable structures

- Better
- Cut
- Design
- Dislike
- Even
- Explain
- Freestanding
- Join
- Like
- Product
- Stable
- Structure
- Unstable
- User
- Worse

Option 2: Structures: Constructing a windmill

- Base
- Centre
- Design
- Equal
- Evaluate
- Middle
- Rotate
- Rotor
- Rotor Blades
- Sails
- Same
- Stable
- Strong
- Structure
- Test
- Weak
- Wind
- Windmill



KS1

Year 1

Option 1: Mechanisms: Matching slider game

- Better
- Compare
- Cut
- Design
- Dislike
- Explain
- Join
- Like
- Mechanism
- Mock-up
- Movement
- Product
- Slider
- Straight line
- Tools
- User
- Worse

Option 2: Mechanisms: Making a moving story book

- Assemble
- Design
- Evaluation
- Mechanism
- Model
- Sliders
- Stencil
- Target audience
- Template
- Test

Option 1: Textiles: Simple stitches

- Design
- Sketch
- Choose
- Tools
- Straight line
- Space
- Even
- Safety
- Like
- Thread
- Needle
- Fabric
- Stitch
- Weave

Option 2: Textiles: Puppets

- Decorate
- Design
- Fabric
- Glue
- Model
- Hand puppet
- Safety pin
- Staple
- Stencil
- Template



Option 1 Mechanisms: *New*

Wheels and axles

- Axle
- Axle holder
- Better
- Careful
- Choose
- Compare
- Design
- Dislike
- Like
- Mechanism
- Movement
- Product
- Straight line
- Tool
- Turn
- User
- Wheel
- Worse

Option 2 Mechanisms:

Wheels and axles

- Axle
- Axle holder
- Chassis
- Design
- Evaluation
- Fix
- Mechanic
- Mechanism
- Model
- Test
- Wheel

Cooking and nutrition:

Smoothies

- | | |
|--|---|
| <ul style="list-style-type: none">• Blender• Fruit• Healthy• Ingredients• Recipe• Smoothie• Vegetable• Seed• Root• Leaf• Stem• Flavour• Design• Cut• Juice• Table knife• Juicer• Plant• Bush | <ul style="list-style-type: none">• Tree• Vine• Chopping board• Fork• Taste• Select• Blend• Evaluate• Compare |
|--|---|



Cooking and nutrition: Balanced diet

- Appearance
- Balanced
- Carbohydrates
- Combination
- Dairy
- Design
- Design brief
- Diet
- Feel
- Grate
- Grater
- Menu
- Oils
- Prepare
- Proteins
- Review
- Scissors
- Smell
- Snip
- Spread
- Spreads

Option 1: Mechanisms: Levers

- Curved
- Direction
- Evaluate
- Label
- Lever
- Material
- Mechanism
- Pivot
- Purpose
- Rotate
- Select

Option 2: Mechanisms: Making a moving monster

- Evaluation
- Input
- Lever
- Linear motion
- Linkage
- Mechanical
- Mechanism
- Motion
- Oscillating motion
- Output
- Pivot
- Reciprocating motion
- Rotary motion
- Survey

Mechanisms: Fairground wheel

- Design brief
- Design criteria
- Evaluate
- Frame
- Model
- Opinion
- Rotate
- Survey



KS1

Year 2

Textiles: Pouches

- Accurate
- Fabric
- Knot
- Pouch
- Running-stitch
- Sew
- Shape
- Stencil
- Template
- Thimble

Option 1: Structures: A chair for a bear

- Design brief
- Design criteria
- Evaluate
- Flexible
- Improve
- Select
- Stiff
- Strong
- Thicker
- Thinner
- Weak

Option 2: Structures: Baby bear's chair

- Function
- Man-made
- Mould
- Natural
- Stable
- Stiff
- Strong
- Structure
- Test
- Weak



KS2

Year 3

Cooking and nutrition: Eating seasonally

- Arid
- Climate
- Complementary
- Country
- Export
- Import
- Mediterranean
- Mock-up
- Mountain
- Peel
- Polar
- Seasonal
- Seasons
- Snip
- Temperate
- Texture
- Tropical
- Weather

Option 1: Structures: Product packaging

- Computer-aided design (CAD)
- Feedback
- Form
- Function
- Net
- Shell-structure
- Tab
- Three-dimensional (3D)

Option 2: Structures: Constructing a castle

- 2D shapes
- 3D shapes
- Castle
- Design criteria
- Evaluate
- Facade
- Feature
- Flag
- Net
- Recyclable
- Scoring
- Stable
- Strong
- Structure
- Tab
- Weak



KS2

Year 3

Electrical systems: Electric poster

- Battery
- Bulb
- Circuit
- Circuit component
- Crocodile wires
- Electrical product
- Electrical system
- Final design
- Information design
- Initial ideas
- Peer assessment
- Research
- Self assessment
- Sketch

Option 1: Mechanical systems: Pneumatic toys

- Diagram
- Evaluate
- Feedback
- Housing
- Linkage
- Mechanism
- Mechanical system
- Pivot
- Pneumatic system
- Thumbnail sketch

Option 2: Mechanical systems: Pneumatic toys

- Exploded-diagram
- Function
- Input
- Lever
- Linkage
- Mechanism
- Motion
- Net
- Output
- Pivot
- Pneumatic system
- Thumbnail sketch



Textiles: Cushions / Egyptian collars

- Accurate
- Applique
- Cross-stitch
- Cushion
- Decorate
- Detail
- Fabric
- Patch
- Running-stitch
- Seam
- Stencil
- Stuffing
- Target audience
- Target customer
- Template

Digital world: Wearable technology

- | | |
|----------------------|-------------------|
| • Analogue | • Initiate |
| • Analyse | • Layers |
| • Annotate | • Loops |
| • Badge | • Micro:bit |
| • CAD | • Monitor |
| • Control | • Net |
| • Design criteria | • Point of sale |
| • Develop | • Product |
| • Digital | • Product concept |
| • Digital revolution | • Program |
| • Digital world | • Sense |
| • Display | • Simulator |
| • Electronic | • Smart |
| • Fastening | • Technology |
| • Feature | • Test |
| • Feedback | • User |
| • Form | |
| • Function | |



Option 1: Structures: Helmets

- Analyse
- Effective
- Iteration
- Reflect
- Strengthen

Option 2: Structures: Pavilions

- Aesthetic
- Cladding
- Design criteria
- Evaluation
- Frame structure
- Function
- Inspiration
- Pavilion
- Reinforce
- Stable
- Structure
- Target audience
- Target customer
- Texture
- Theme

Cooking and nutrition: Adapting a recipe

- | | |
|---|--|
| <ul style="list-style-type: none">• Adapt• Addition• Budget• Buttery• Combine• Comment• Construct• Cream• Crunchy• Cuboid• Fold• Hygiene• Layout• Market research• Modify• Multiplication• Opinion• Pounds | <ul style="list-style-type: none">• Sieve• Sift• Target audience• Texture• Unique• Wooden spoon |
|---|--|



Textiles: Fastenings

- Aesthetic
- Assemble
- Book sleeve
- Design criteria
- Evaluation
- Fabric
- Fastening
- Mock-up
- Net
- Running-stitch
- Stencil
- Target audience
- Target customer
- Template

Electrical systems: Torches

- Battery
- Bulb
- Buzzer
- Cell
- Component
- Conductor
- Copper
- Design criteria
- Electrical item
- Electricity
- Electronic item
- Function
- Insulator
- Series circuit
- Switch
- Test
- Torch
- Wire



Mechanical systems: Mechanical cars

- Bearing
- Chassis
- Force
- Machine
- Mechanism
- Prototype
- Target audience

Digital world: Mindful moments timer

- | | |
|------------------|---------------|
| • Advantage | • Feedback |
| • Annotate | • Form |
| • Assemble | • Function |
| • Aesthetic | • Join |
| • Block | • Logo |
| • Brand identity | • Loop |
| • Brand | • Mindfulness |
| • Bug | • Model |
| • CAD | • Net |
| • Clipart | • Product |
| • Coding | • Program |
| • Criteria | • Prototype |
| • Debug | • Research |
| • Design | • Script |
| • Develop | • Sketchpad |
| • Disadvantage | • Test |
| • Display | • Timer |
| • Ergonomic | • User |
| • Evaluate | • Variable |
| • Exhibition | |



Cooking and nutrition: Developing a recipe

- Abattoir
- Adaptation
- Balanced
- Beef
- Brand
- Cook
- Cross-contamination
- Develop
- Enhance
- Equipment
- Farm
- Label
- Measure
- Nutrient
- Nutrition
- Nutritional value
- Preference
- Press
- Process
- Safety
- Theme

Mechanical systems: Gears and pulleys

- Annotate
- Gear
- Gear system
- Input
- Market research
- Output
- Problem statement
- Pulley
- Pulley system
- Research
- Sustainability
- Teeth



KS2

Year 5

Textiles: Stuffed toys

- Accurate
- Annotate
- Appendage
- Blanket-stitch
- Design criteria
- Detail
- Evaluation
- Fabric
- Sew
- Shape
- Stuffed toy
- Stuffing
- Template

Option 1: Electrical systems: Wobble bots

- Annotate
- Assemble
- Electrical component
- Motor

Option 2: Electrical systems: Doodlers

- Circuit component
- Configuration
- Current
- Develop
- DIY
- Investigate
- Motor
- Motorised
- Problem solve
- Product analysis
- Series circuit
- Stable
- Target user



Structures: Bridges

- Abutment
- Accurate
- Arched bridge
- Beam bridge
- Coping saw
- Evaluation
- File
- Mark out
- Material properties
- Measure
- Predict
- Reinforce
- Research
- Sandpaper
- Set square
- Suspension bridge
- Tenon saw
- Test
- Truss bridge
- Wood

Digital world: Monitoring devices

- Alert
- Ambient
- Boolean
- Consumables
- Decompose
- Development
- Device
- Duplicate
- Durable
- Electronic
- Inventor
- Lightweight
- Man-made
- Manipulate
- Manoeuvre
- Microplastics
- Model
- Monitor
- Monitoring device
- Moulded
- Plastic
- Plastic pollution
- Programming comment
- Programming loop
- Reformed
- Replica
- Research
- Sensor
- Strong
- Sustainability
- Synthetic
- Thermometer
- Thermoscope
- Value
- Variable
- Versatile
- Water-resistant
- Workplane



Cooking and nutrition: Come dine with me

- Balance
- Bitter
- Bridge method
- Complement
- Cookbook
- Farm to fork
- Method
- Nationality
- Reared
- Research
- Pairing
- Preparation
- Salty
- Sour
- Storyboard
- Sweet
- Umami

Mechanical systems: Automata toys

- Accurate
- Automata
- Axle
- Bench hook
- Cam
- Cam profile
- Component
- Cross-sectional diagram
- Diagram
- Dowel
- Evaluate
- Exploded-diagram
- Follower
- Form
- Frame
- Function
- Housing
- Mechanism
- Storefront
- Visual



Option 1: Textiles: Bags

- Innovative
- Pattern piece
- Seam allowance

Option 2: Textiles: Waistcoats

- Accurate
- Adapt
- Annotate
- Design
- Design criteria
- Detail
- Fabric
- Fastening
- Knot
- Properties
- Running-stitch
- Seam
- Sew
- Shape
- Target audience
- Target customer
- Template
- Thread
- Unique
- Waistcoat
- Waterproof

Electrical systems: Steady hand game

- | | |
|----------------------|-------------|
| • Assemble | • Insulator |
| • Battery | • LED |
| • Battery pack | • User |
| • Benefit | |
| • Bulb | |
| • Bulb holder | |
| • Buzzer | |
| • Circuit | |
| • Circuit symbol | |
| • Component | |
| • Conductor | |
| • Copper | |
| • Design | |
| • Design criteria | |
| • Evaluation | |
| • Fine motor skills | |
| • Fit for purpose | |
| • Form | |
| • Function | |
| • Gross motor skills | |



Option 1: Structures: Playground pioneers

- Aesthetic
- Alternative
- Constraint
- Innovate
- Reinforce
- Triangulation

Option 2: Structures: Playgrounds

- | | |
|---------------------|-------------|
| • Adapt | • Sketch |
| • Apparatus | • Strong |
| • Bench hook | • Structure |
| • Cladding | • Tenon saw |
| • Coping saw | • Texture |
| • Design | • User |
| • Dowel | • Vice |
| • Evaluation | • Weak |
| • Feedback | |
| • Idea | |
| • Jelutong | |
| • Landscape | |
| • Mark out | |
| • Measure | |
| • Modify | |
| • Natural materials | |
| • Plan view | |
| • Playground | |
| • Prototype | |
| • Reinforce | |



Digital world: Navigating the world

- 3D CAD
- Application (apps)
- Biodegradable
- Boolean
- Cardinal compass
- Client
- Compass
- Concept
- Convince
- Corrode
- Duplicate
- Environmentally friendly
- Equipment
- Feature
- Finite
- Function
- Functional
- GPS tracker
- If statement
- Infinite
- Investment
- Lightweight
- Loop
- Manufacture
- Materials (wood, metal, plastic etc.)
- Mouldable
- Navigation
- Non-recyclable
- Product lifecycle
- Product lifespan
- Program
- Recyclable
- Smart
- Sustainable
- Sustainable design
- Unsustainable design
- Variable
- Workplane