

#### **EYFS DESIGN TECHNOLOGY LINKS**

This document demonstrates which statements from the 2020 Development Matters are prerequisite skills for Design Technology within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Two and Three and Four-Year-Olds and Reception to match the programme of study for Design Technology. The most relevant statements for Design Technology are taken from the following areas of learning: • Physical Development • Expressive Arts and Design

Two and	Personal, Social and Emotional	• Play with increasing confidence on their own and with other children, because they know their key person is nearby
Three year	Development	and available
olds		• Begin to show 'effortful control'. For example, waiting for a turn and resisting the strong impulse to grab what they
		want or push their way to the front
	Physical Development	Develop manipulation and control.
		Explore different materials and tools.
		• Use large and small motor skills to do things independently, for example manage buttons and zips, and pour drinks.
	Understanding the World	Explore materials with different properties
		Explore natural materials, indoors and outside
	• Use their imagination as they consider what they can do with different materials.	
		Make simple models which express their ideas.
		• Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.
Three and	Personal, Social and Emotional	• Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen
Four Year	Development	or one which is suggested to them.
olds	Physical Development	• Use large-muscle movements to wave flags and streamers, paint and make marks.
		Choose the right resources to carry out their own plan.
		• Use one-handed tools and equipment, for example, making snips in paper with scissors.
	Understanding the World	Explore how things work.
	Expressive Arts and Design	Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different
		buildings and a park.

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			• Explore different materials freely, in order to develop their ideas about how to use them and what to make.				
			Develop their own ideas and then decide which materials to use to express them.				
			• Create closed shapes with continuous lines, and begin to use these shapes to represent objects.				
Reception	Physical Develop	ment	Progress towards a more fluent style of moving, with developing control and grace.				
			• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.				
			• Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.				
	Expressive Arts a	nd Design	• Explore, use and refine a variety of artistic effects to express their ideas and feelings.				
			• Return to and build on their previous learning, refining ideas and developing their ability to represent them.				
			Create collaboratively, sharing ideas, resources and skills				
ELG	Physical	Fine Motor	Use a range of small tools, including scissors, paintbrushes and cutlery.				
	Development	Skills					
	Expressive Arts	Creating	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form				
	and Design	with	and function.				
		Materials	Share their creations, explaining the process they have used				



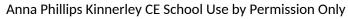
	DT Bridging EYFS to Year 1							
Organisation of Knowledge	Design	Make	Evaluate	Structures	Food			
	ge	ELG: Creating with Materials						
		ELG: Creating with Materials Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they	experiences using full sentence use of past, present and future making use of conjunctions, wit and support from their teacher.  ELG: Managing self  Be confident to try new activitie independence, resilience and pain the face of challenge.  ELG: Creating with Materials	s, including tenses and h modelling es and show erseverance	simple goals, being able to wait for what they want and control their immediate impulses when appropriate.  ELG: Fine motor skills Use a range of small tools, including scissors, paint brushes and			

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		have used.	Share their creations, explaining process they have used.	g the	cutlery;
KS1 readines s objective s	<ul> <li>To describe something they want to make / build / construct</li> <li>To say who they are making / building / constructing for</li> <li>To talk about what materials they are going to use when making / building / constructing</li> </ul>	To make / build / construct objects using a variety of materials To join materials together when making / building / constructing	<ul> <li>To talk about their constructions / products, and what they are pleased with</li> <li>To talk about their constructions and say how it could be even better</li> <li>To talk about everyday objects that they like and say why they are good</li> </ul>	<ul> <li>To build / construct structures from a range of materials to a design brief that they have created or been given.</li> <li>To build / construct structures that are tall or strong.</li> <li>To know that tape and glue can join materials together and can make structures stronger.</li> </ul>	To recognise different foods as either healthy or unhealthy To know how to use basic cutlery and utensils to make and eat food To follow simple instructions to make different foods To know when we make food for other people that it needs to be appealing.

EYFS DESIGN AND TECHNOLOGY TOPIC LINKS (Example ideas, activities may be adapted to follow interests of class and relevant topical events)									
(EXGI	Autumn Spring Summer								
Year A Theme	MY LITTLE WORLD!	PRINCESSES AND KNIGHTS	DINOSAURS	PIRATES	HOLIDAYS NEAR AND FAR	MINI BEASTS AND MINI WORLDS			
Year A Overview	Cooking and food tasting	Salt dough and Junk Modelling	Luna New Year Food tasting. Making Bird feeder for outside Creating snow	Mothering Sunday Gifts Easter Cookery	Different foods from afar. Sewing	Junk range of junk- modelling			







		Pu	flakes though cutting paper	portunity to:		
Year A Details	-Make soup linked to Enormous Turnip and Pumpkin Soup stories.  -Taste fruits and Vegetable tasting linked to healthy eating and try something new.	-Make Christmas salt dough decorations.  -Design and create Junk model Castles as a team, working with friends to make a castle inspired by a real life castle (picture)	-Taste Luna New Year FoodsMake Bird feeders using cheerio's or other suitable food stuffs -Create snow flakes though cutting paper techniques	-Make Mothering Sunday Gifts -Make some Easter Cookery gifts to take home.	-Try Different foods from afar and make something e.g. lets make Pizza or another preferred dish – pupils to decide -Make a felt bag for our holidays	- use a of junk- modelling to make a minibeasts and /or home - pupils will consider which materials would be best to create their minibeast.
Year B Theme	SUPERHEROES!	I LIKE TO PLAY!	THIS IS MY HOME	BABY ANIMALS ON THE FARM	JUNGLE ADVENTURES	LET'S GO SEE
Year B Overview	Large Junk modelling a den. Super Foods	Small junk modelling toy design	Decorate a house, bedroom and	Loose part/natural pictures of	Weaving a jungle den	Papier Mache techniques

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			decorate.	farms/animals. Spring related crafts		Sewing
Details	-Create a superhero den using cardboard boxes and decorate the den in a way that reflects their superpowers.  -Look at superfoods and what we need to be healthy.  -Make food products and food stuffs that are healthy.	-Create a toy workshop in the junk-modelling area.  -Children will design their toy first and think carefully about the materials they will need to make their toy.  -Model how to make a cup and ball using. Pupils will have a go at making their own independently.	-Look at what their perfect bedroom would look like. Using different techniques to design a room, cut and stick from magazines then collage or paint the furnishings  -Choose from a selection of different-sized cereal boxes to use to create a house.	<u> </u>	-use different lengths and patterns of fabric for role play to create a jungle den -pupils to create animal masks and create their own story narrative.	-work collaboratively to make a papier-mache hot-air balloon for a teddy bearto make a small basket (weaving felt) for a small teddy to ride in .