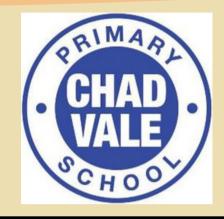
## Design Technology in EYFS

at Chad Vale Primary School



Whilst Design Technology isn't an official subject within the Early Years Framework, there are many vital learning opportunities which provide children with a foundation of key skills to later prepare them for learning in Key Stage 1 and beyond. Design Technology activities in Early Years provide children with the opportunity to explore a range of materials, tools and techniques, while encouraging children to discuss and share their ideas and thought process.

The most relevant statements for DT are taken from the following areas of learning:

- Physical Development
- Expressive Arts and Design

Three and Four-Year-Olds	Personal, Social and Emotional Development	<ul> <li>Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.</li> </ul>
	Physical Development	<ul> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> </ul>
		<ul> <li>Choose the right resources to carry out their own plan.</li> </ul>
		<ul> <li>Use one-handed tools and equipment, for example, making snips in paper with scissors.</li> </ul>
	Understanding the World	Explore how things work.
	Expressive Arts and Design	<ul> <li>Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</li> </ul>
		<ul> <li>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</li> </ul>
		<ul> <li>Develop their own ideas and then decide which materials to use to express them.</li> </ul>
		<ul> <li>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> </ul>
Reception	Physical Development	<ul> <li>Progress towards a more fluent style of moving, with developing control and grace.</li> </ul>
		<ul> <li>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> </ul>
		<ul> <li>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</li> </ul>
	Expressive Arts and Design	<ul> <li>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> </ul>
		<ul> <li>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> </ul>
		<ul> <li>Create collaboratively, sharing ideas, resources and skills.</li> </ul>

ELG	Physical Development	Fine Motor Skills	<ul> <li>Use a range of small tools, including scissors, paintbrushes and cutlery.</li> </ul>
	Expressive Arts and Design	Creating with Materials	<ul> <li>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> <li>Share their creations, explaining the process they have used.</li> </ul>

Create collaboratively, sharing ideas, resources and skills

Experiment with colour, design,texture, form and function

Experiment with different tools e.g. scissors, hole punches, tape dispensers, rolling pins, cutters

Return to and build on their previous learning, refining ideas and developing their ability to represent them

How do we provide a foundation of Design Technology skills and knowledge in our Early Years?

Explain processes and designs

To develop their own ideas and decide which materials to use for them

Experiment with different joining materials e.g. pva glue, Sellotape, string

Explore different materials freely, to develop their ideas about how to use them and what to make

Food and nutrition-choosing healthy toppings for pancakes

Space for children to keep their creations and provide "talk time" opportunities for them to share

Enhancement in small world to reflect current learning

Free choice and process driven art activities-paint, collage, drawing, chalk/ pastels, junk modelling

What might these experiences look like?

Access to collage, junk modelling and mixed media to create own designs

Creating props,
masks and
puppets to use
when retelling
stories

Creating their own playdoh, adding food colouring, herbs etc to create different outcomes

Making imaginative and complex small worlds using a range of different construction, loose parts and art media

