

# 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 style="list-style-type: none"> <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 style="list-style-type: none"> <li>• Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>• Choose the right resources to carry out their own plan.</li> <li>• Use one-handed tools and equipment, for example, making snips in paper with scissors.</li> </ul>
	Understanding the World	<ul style="list-style-type: none"> <li>• Explore how things work.</li> </ul>
	Expressive Arts and Design	<ul style="list-style-type: none"> <li>• Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</li> <li>• Explore different materials freely, in order to develop their ideas about how to use them and what to make.</li> <li>• Develop their own ideas and then decide which materials to use to express them.</li> <li>• Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> </ul>
Reception	Physical Development	<ul style="list-style-type: none"> <li>• Progress towards a more fluent style of moving, with developing control and grace.</li> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <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 style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>• Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>• Create collaboratively, sharing ideas, resources and skills.</li> </ul>

ELG	Physical Development	Fine Motor Skills	<ul style="list-style-type: none"><li>• Use a range of small tools, including scissors, paintbrushes and cutlery.</li></ul>
	Expressive Arts and Design	Creating with Materials	<ul style="list-style-type: none"><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>

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

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

**Create collaboratively, sharing ideas, resources and skills**

**Experiment with colour, design, texture, form and function**

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

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

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

**Explain processes and designs**

**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**



