



EYFS

**FOUNDATIONS FOR
DESIGN & TECHNOLOGY**

EYFS Foundations for Design & Technology

Area of Learning	Key Learning Themes			
<u>Physical Development and Expressive Arts</u> Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults. Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy. Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence. The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.	Nursery		Reception	
	Autumn	Food and Nutrition: Bake Christmas Biscuits Structures: Create a hen house	Autumn	Food and Nutrition: Apple Crumble & Porridge. Structures: Create model cottage.
	Spring	Food and Nutrition: Bake Gingerbread Men Structures: Make a house for the 3 Little Pigs	Spring	Structures/Mechanisms: Make a 3D model wheeled vehicle & a 3D folding caterpillar. Design and make biscuits.
	Summer	Food and Nutrition: Bake Birthday biscuits Structures: Make a bridge and a house linked to 3 Billy Goats Gruff	Summer	Food and Nutrition: Summer Garden Food-flavoured muffins. Structures/Mechanisms: Golden carriage.
Early Learning Goal for Physical Development & Expressive Art and Design	Key Vocabulary			
<ul style="list-style-type: none"> Use a range of small tools including, scissors, paint brushes and cutlery. 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 have used. 	Design: draw, ideas. Make: build, make. Evaluate: like, don't like, better, worse. Textiles: bead, button, fabric, felt, scissors, sew. Materials: cellotape, glue stick, masking tape, paperclip, plasticine, ruler, straw. Cooking: Apron, chop, cut, equipment, fork, knife, spoon, mix			

Conceptual Knowledge and Understanding

Nursery	Reception
<ul style="list-style-type: none"> Explore systems in toys e.g. pop-up books. understand how to manipulate items - pushing toys forwards and backwards. use one-handed tools and equipment. Use scissors to snip paper. Explore a range of materials and begin to experiment with them to create forms and structures. Explore some simple joining techniques (glue, tape). Begin to select tools independently for a given purpose. Say what they have made and how they have made it. 	<ul style="list-style-type: none"> Use one-handed tools and equipment with increasing control and accuracy. Use scissors to cut out more complex shapes and cut outs. Look at pictures to help decide what to make. Begin to make decisions about what to create. Look at pictures of real structures/buildings/vehicles etc. and talk about their features with others to help develop ideas. Refine ability to create forms and structures using a range of materials and textures. Explore a variety of effects to express ideas when using materials for decorative purposes. Select an appropriate tool for a given purpose. Safely use and explore tools to achieve a texture, form or function e.g. cutting, stirring, printing. Work with peers to create a shared project. Say what they like about a model or structure they have made and describe its features. Reflect and make choices about how to improve their model as they work on it. Listen to feedback from others to improve a creation. Transfer skills and techniques from previous learning into new projects.

EYFS Learning Links to Design & Technology

Nursery Themes

Key Learning	Autumn	Spring	Summer
<p><u>Expressive Arts & Design</u></p> <p>Explore different materials freely, to develop their ideas about how to use them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Join different materials and explore different textures.</p> <p><u>Physical Development</u></p> <p>Choose the right resources to carry out their own plan.</p> <p>Use one-handed tools and equipment, for example, making snips in paper with scissors.</p> <p>Use a comfortable grip with good control when holding pens and pencils.</p> <p>Show a preference for a dominant hand.</p>	<p>⇒ Picking Fruit in the orchard - make stewed fruit—peeling and chopping</p> <p>⇒ Create a hen house for the little red hen (Literacy text / T4W) use construction materials / small world resources of their choice.</p> <p>⇒ Nursery's Walk - create a map using a variety of materials of their choice (construction / small world / creative) (Literacy text / T4W)</p> <p>⇒ Christmas biscuits (Curricular Goal) - Christmas market</p>	<p>⇒ Bake Gingerbread Men—measure, stir, roll, cut, decorate (Curricular Goal /Literacy text / T4W)</p> <p>⇒ Bake and decorate Valentines biscuits —measure, stir, roll, cut, decorate (Curricular Goal)</p> <p>⇒ Make a house for one of the Three Little Pigs - join different materials in the Creative Area and explore different textures for appropriate materials for each house (Curricular Goal /Literacy text / T4W)</p>	<p>⇒ Bake birthday biscuits—measure, stir, roll, cut, decorate (Curricular Goal)</p> <p>⇒ Make a bridge for the Three Billy Goats Gruff (Literacy text / T4W)</p> <p>⇒ Make a house for the troll from the story The Three Billy Goats Gruff - join different materials in the Creative Area, use one handed tools with increasing control (Curricular Goal / Literacy text / T4W)</p>

EYFS Learning Links to Design & Technology

Reception Themes

Key Learning	Autumn	Spring	Summer
<p><u>Physical Development</u> 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 on the floor.</p> <p><u>Expressive Arts and Design</u> 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. Use a range of small tools, including scissors, paintbrushes and cutlery. 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 have used.</p>	<p>⇒ Cooking - seasonal apple crumble from the orchard. Chopping and peeling. Rubbing crumble mixture. Goal 3</p> <p>⇒ Cooking - making Goldilocks porridge with your favourite topping. Stirring, pouring, squeezing.</p> <p>⇒ Create a model cottage for Goldilocks. Attach a folded roof and a cut out door. Cutting, folding, gluing. Goal 5.</p>	<p>⇒ Cooking - design thank you biscuits for the Elves (Elves and the shoemaker). What flavour and shape would they prefer? Mixing, rolling, cutting. Goal 3.</p> <p>⇒ Create a folding caterpillar prop to use in caterpillar poem performance. Goal 1.</p> <p>⇒ Create a moving vehicle to use to take you on holiday. Add cut out windows and attach moving wheels using split pins with adult support. Goal 5.</p>	<p>⇒ Create a moving golden state carriage for King Charles III. Attach moving wheels using split pins and cut out windows. Decorate. Goal 5.</p> <p>⇒ Cooking - Royal flavoured muffins for a celebration. Taste test adding flavours to the muffins (blueberries, raspberries, honey). Follow recipe. Measure ingredients using cups.</p>