



# Seamer and Irton CP School

## Design and Technology in EYFS



In planning and guiding what children learn, practitioners must reflect on the different rates at which children are developing and adjust their practice appropriately, referring to the Characteristics of Effective Teaching and Learning These are:

- **playing and exploring** – children investigate and experience things, and ‘have a go’;
- **active learning** – children concentrate and keep on trying if they encounter difficulties, and enjoy their achievements for their own sake;
- **creating and thinking critically** – children have and develop their own ideas, make links between ideas, and develop strategies for doing things.

In addition, the **Prime Areas of Learning (Personal, Social and Emotional Development, Communication and Language and Physical Development)** underpin and are an integral part of children’s learning in all areas.

At Seamer and Irton CP School, EYFS children are taught design and technology through the use of stories, talk, experimental and directed creation using a variety of materials. Children develop their design and technology skills through core provision. A junk modelling area provides children with the opportunity to develop their skills through child-led and adult-led play and experimentation. Provision is enhanced each week to meet the children’s needs, next steps and interests.

### EYFS Expressive Arts and Design Educational Programme (Statutory)

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.

<b>Development Matters</b>	Physical Development (pg. 70)	<ul style="list-style-type: none"> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>• Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons</li> </ul>
	Expressive Arts and Design (pg. 123)	<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>
<b>Early years foundation stage statutory framework</b>	Physical Development: ELG: Fine Motor Skills (pg. 13)	<ul style="list-style-type: none"> <li>• Use a range of small tools, including scissors, paint brushes and cutlery.</li> <li>• Begin to show accuracy and care when drawing.</li> </ul>
	Expressive Arts and Design ELG: Creating with Materials (pg. 15)	<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> <li>• Make use of props and materials when role playing characters in narratives and stories.</li> </ul>

**EYFS EAD - DT Skills**

<b>Cooking and Nutrition</b>	<b>Design: Developing, Planning and Communicating Ideas</b>	<b>Make</b>	<b>Evaluate</b>	<b>Technical Knowledge</b>
<ul style="list-style-type: none"> <li>• Talk about healthy and unhealthy foods. Talk about having a balance of these.</li> <li>• Talk about likes and dislikes.</li> <li>• Use a range of tools with care and precision.</li> </ul>	<ul style="list-style-type: none"> <li>• Provide opportunities to work together to develop and realise creative ideas.</li> <li>• Encourage them to think about and discuss what they want to make. Look at products to generate inspiration and conversation about art and artists.</li> </ul>	<ul style="list-style-type: none"> <li>• Use scissors safely and develop precision.</li> <li>• Experiment with different ways to join and stick materials.</li> <li>• Experiment with different colour and textures.</li> <li>• Develop skills through the use of various construction kits and large building materials in the outside area.</li> <li>• Work collaboratively with others, talking about their creations and how to develop these.</li> </ul>	<ul style="list-style-type: none"> <li>• Children can share a product with their peers saying what they like and dislike about it.</li> <li>• Children begin to look critically at their design and think about how they could improve it.</li> </ul>	<ul style="list-style-type: none"> <li>• Teach children different techniques for joining materials, such as how to use adhesive tape and different sorts of glue.</li> <li>• Provide a range of materials and tools and teach children to use them with care.</li> </ul>

Area of design and technology	Key Questions	Vocabulary	Skills	Tools/Equipment
<b>Structures/3d Models</b> Tiger food baskets Fireworks Penguin habitats Bathing machines	<ul style="list-style-type: none"> <li>• What design will I use for my model?</li> <li>• What can I use to join materials?</li> <li>• How can I join the different materials in my model?</li> <li>• Can you assemble, join and combine materials to create a finished product?</li> </ul>	Plan Ideas Design Make Join Tools Change Like Dislike Improve Stick Cut Bend Slot Scissors Measure Materials Fix	Design, evaluate and improve Joining Construction	Scissors Paper/card Sellotape Making tape Parcel tape Glue Boxes and tubes Plastic yoghurt pots Egg cartons
<b>Textiles</b> Make a bookmark for mothers day	What colour will I use? What stitch will I use?	Needle Thread Stitch Sew Colour Weave Pattern Embroider Design Evaluate	Design a product for end user Sewing	Binca fabric Different coloured cotton thread Needle
<b>Mechanisms</b> Pop up buckets	<ul style="list-style-type: none"> <li>• How can I make my items pop out of the bucket?</li> <li>• What design will I use?</li> <li>• How can I join the materials?</li> </ul>	Mechanism Plan Design Make Join Improve	Design, evaluate and improve Joining	Cardboard Sellotape Scissors Pens Glue String
<b>Cooking and Nutrition</b> Family picnic cooking Christmas cooking Making a fruit salad Tiger food sandwiches	<ul style="list-style-type: none"> <li>• What ingredients do I need?</li> <li>• How much do I need?</li> <li>• What are the instructions on the recipe?</li> </ul>	Fruit Vegetables Safety Knife Blade Tool Handle Chop Slice Cut Blender Chopping board Saucepan Hob Boil Blend Mix Packaging Recyclable Metal Plastic Reusable	Hand hygiene Food preparation skills: weigh, mix	Recipe card Scales Bowl Wooden spoon Baking tray Ingredients