



Road map to Progress EYFS – Dough Skills

2-3 year old

AUTUMN

- Squeeze, squash and pat dough.
- Explore dough using hands and fingers.
- Poke, press and pull dough.
- Notice how dough changes shape.

SPRING

- Roll dough using hands.
- Flatten dough with hands and palms.
- Pinch and pull dough with increasing control.
- Begin using simple dough tools with support.

SUMMER

- Form simple balls and sausages.
- Use cutters and rollers with support.
- Combine squeezing, rolling and flattening skills.
- Begin to give meaning to simple creations.

3-4 year old

AUTUMN

- Create simple recognisable forms.
- Roll, pinch, squeeze and stretch dough independently.
- Use rolling pins, cutters and stamps independently.
- Use simple vocabulary such as soft, hard, squash, roll.

SPRING

- Create simple shapes and patterns.
- Pinch, squeeze and pull dough with increasing control.
- Select resources independently.
- Add simple details using tools.

SUMMER

- Combine techniques to create recognisable models.
- Use cutters, stamps and modelling tools effectively.
- Add increasing detail to creations.
- Explain what has been created and how.



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3-4 year old

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- Create simple recognisable forms.
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- Use simple vocabulary such as soft, hard, squash, roll.

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- Create simple shapes and patterns.
- Pinch, squeeze and pull dough with increasing control.
- Select resources independently.
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SUMMER

- Combine techniques to create recognisable models.
- Use cutters, stamps and modelling tools effectively.
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Reception

AUTUMN

- Roll, stretch, twist and mould dough with control.
- Create models that represent real objects.
- Use a variety of tools and resources independently.
- Plan what they want to make before beginning.

SPRING

- Combine a range of modelling techniques.
- Add increasing detail and accuracy to models.
- Adapt and improve models as they work.
- Select the most appropriate tools for a task.

SUMMER

- Design and create detailed models independently.
- Use dough confidently to represent ideas, stories and experiences.
- Evaluate and improve completed models.
- Explain how models were made.