

Design and Technology – EYFS – KS1

Specific Area of Learning <b>Expressive Arts and Design</b>	<b>ELG Creating with Materials</b>	<b>How this is achieved in EYFS</b>	<b>Key Vocabulary to be developed in EYFS</b>	<b>Art and Design KS1</b>
	<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>	<p>Children can self-select from a range of tools and materials in the continuous provision. Children learn by experimenting with tools such as scissors, staplers and hole punches.</p> <p>They make use of fixing and joining materials such as sellotape, masking tape, string, pipe cleaners and glue.</p> <p>Through questioning children are encouraged to talk about what they like about their work and other children's designs and how they would improve it.</p> <p><b>Activity Examples:</b></p> <ul style="list-style-type: none"> <li>• Designing and making a kite on a windy day, choosing the best materials.</li> <li>• Building a minibeast hotel outside.</li> <li>• Building using indoor construction resources eg. DUPLO, LEGO, wooden blocks</li> <li>• Creating obstacle courses, rockets, cars, castles, dens using outdoor blocks and den making materials.</li> <li>• Selecting the best resources for den building outside.</li> <li>• Using junk boxes to create models.</li> </ul>	<ul style="list-style-type: none"> <li>• Design</li> <li>• Build</li> <li>• Cut</li> <li>• Join</li> <li>• Measure</li> <li>• Tools</li> <li>• Explain / Evaluate</li> </ul>	<p><b>Design</b></p> <ul style="list-style-type: none"> <li>• Design purposeful, functional, appealing products for themselves and other users based on design criteria.</li> <li>• Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</li> </ul> <p><b>Make</b></p> <ul style="list-style-type: none"> <li>• Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].</li> <li>• Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</li> </ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"> <li>• Explore and evaluate a range of existing products.</li> <li>• Evaluate their ideas and products against design criteria.</li> </ul> <p><b>Technical knowledge</b></p> <ul style="list-style-type: none"> <li>• build structures, exploring how they can be made stronger, stiffer and more stable.</li> <li>• Explore and use mechanisms [for example, levers, sliders,</li> </ul>

- Cookery - Observing the effects of heat when making cakes – Watching them rise.

wheels and axles], in their products.