

Design and Technology in our EYFS

Early Years Statutory Framework: Educational Programme Expressive Arts and Design

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.

Linked Early Learning Goals:

Creating with materials: 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. Make use of props and materials when role playing characters in narratives in stories;

Fine motor skills: use a range of small tools including scissors and paintbrushes and begin to show accuracy when drawing.

By the end of our EYFS learners will:

Be Confident Operators

- Knowing the use of a range of simple products;
- Knowing how to use questioning in order to discover new information about products, i.e who is this for and how it is used?;
- Knowing how to articulate their thoughts and ideas about a product they have seen or made;

Be Inspirational Innovators

- Knowing how to explore a range of construction toys and resources with imagination and creativity;
- Reflecting upon what they have created and how they achieved it.

Be Competent Implementors

- Knowing how to use a range of tools for cutting, shaping, joining and finishing to make own products;
- Knowing how to use a range of age appropriate construction kits;
- Knowing how to explain the processes they have used in order to create a product;
- Knowing how to articulate why they have chosen certain materials when designing and making a product;
- Knowing how to follow simple pictorial recipes and combine ingredients, under adult supervision, creating food products and other media i.e. playdough

A taste of DT in action...

Designing and building habitats and homes for bugs and soft toys, traps for the 'Big Bad Wolf' and structures using natural materials in the wildlife area.

Exploring and testing waterproof materials when den-building outdoors on Footprint Friday.

Junk modelling using a range of recycled resources. Opportunities to use tape, scissors and glue to add and join pieces together to create something new.

Using the clipboards to design a model or structure before building.

Using various construction resources such as building blocks, Lego, mobilo and 3D shapes to design and build a small world structure.

Deciding from a range of materials which will be the most appropriate for purpose e.g. when building a strong house to keep out the Big Bad Wolf or a bridge for the 3 Billy Goats to cross.

Tasting fruits and creating a fruit kebab to eat. Preparing fruit by carefully peeling and chopping.

Following basic pictorial instructions when constructing.

Creating props, puppets and story-spoon characters to retell familiar stories.

Adding to our collaborative 'glue table' which has a focus on repurposing and recycling sustainable materials.

Molding and using clay to create a recognisable object e.g. tree boggarts or stick hedgehogs.

Reflecting on a structure that has fallen and evaluating how the design could be changed and adapted next time. Adapting a practical trial and error approach to improve their own ideas.