



Design and Technology – EYFS – KS1

| Specific Area of Learning Expressive Arts and Design | ELG 16 Creating with Materials | How this is achieved in EYFS | Key Vocabulary to be developed in EYFS | Art and Design KS1 |
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| | <ul style="list-style-type: none"> • 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>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>Activity Examples:</p> <ul style="list-style-type: none"> • Designing and making a kite on a windy day, choosing the best materials. • Making a split pin astronaut. • Building a minibeast hotel outside. • Safely using tools to cut and join wood together to make a natural frame. • Using different construction materials to create cars, bikes, trains etc. Attaching wheels to blocks/bricks to see what they can make move. | <ul style="list-style-type: none"> • Design • Build • Cut • Join • Measure • Tools • Explain / Evaluate | <p>Design</p> <ul style="list-style-type: none"> • Design purposeful, functional, appealing products for themselves and other users based on design criteria. • Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. <p>Make</p> <ul style="list-style-type: none"> • Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. • Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. <p>Evaluate</p> <ul style="list-style-type: none"> • Explore and evaluate a range of existing products. |



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| | | <ul style="list-style-type: none">• Using the large wooden outside bricks to create houses, vehicles, rockets, boats, trains etc.• Using junk model boxes to create different animal habitats and dinosaurs.• Selecting the best resources for den building outside.• Cookery - Observing the effects of heat when making cakes – Watching them rise.• Using tools during cookery sessions – knives for cutting and spreading, whisks, spoons.• Creating products for a purpose – Making a house for the Three Little Pigs, a rocket for Astro Girl etc. | | <ul style="list-style-type: none">• Evaluate their ideas and products against design criteria. <p>Technical knowledge</p> <ul style="list-style-type: none">• Build structures, exploring how they can be made stronger, stiffer and more stable.• Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. |
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