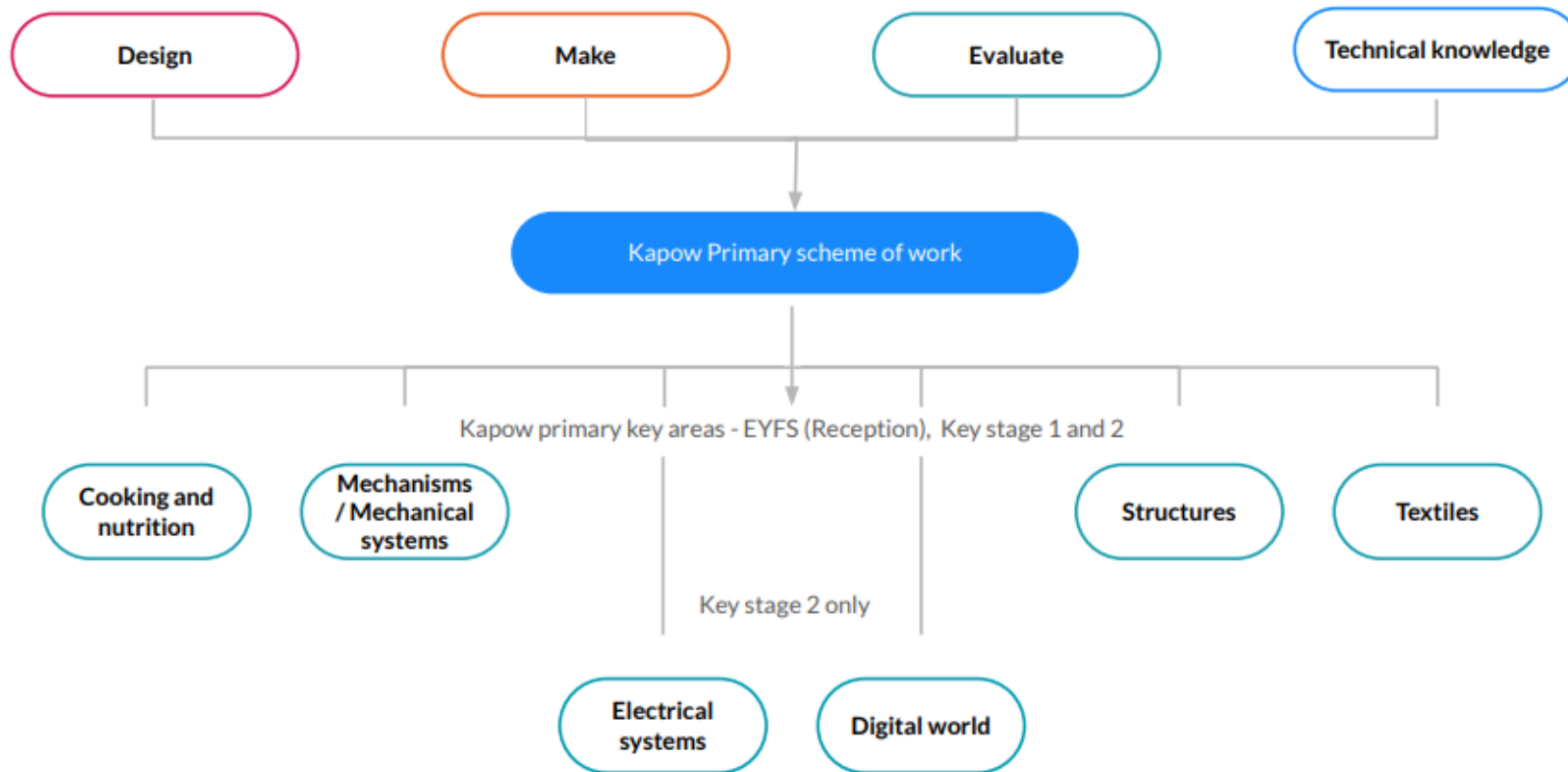


## Design Technology – EYFS and Nursery Progression of Skills and Knowledge

How is the Design and technology scheme of work organised?



	Structures	Cooking and Nutrition	Mechanisms	Textiles
Design:	<ul style="list-style-type: none"> <li>• Making verbal plans and material choices.</li> <li>• Developing a model.</li> <li>• Designing a model.</li> <li>• Using knowledge from exploration to inform design.</li> </ul>	<ul style="list-style-type: none"> <li>• Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.</li> <li>• Know and talk about the different factors that support their overall health and wellbeing: healthy eating.</li> <li>• Manage their own basic hygiene and personal needs, including...understanding the importance of healthy food choices</li> <li>• Explore the natural world around them, making observations and drawing pictures of animals and plants.</li> </ul>	<ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>• Following a design to create moving models that use levers and sliders.</li> <li>• Making verbal plans and material choices.</li> </ul>	<ul style="list-style-type: none"> <li>• Discussing what a good design needs.</li> <li>• Designing a simple pattern with paper.</li> <li>• Designing a product.</li> <li>• Choosing from available materials.</li> </ul>
Make	<ul style="list-style-type: none"> <li>• Improving fine motor/scissor skills with a variety of materials.</li> <li>• Joining materials in a variety of ways (temporary and permanent).</li> <li>• Joining different materials together.</li> <li>• Describing their model, and how they intend to put it together.</li> </ul>	<ul style="list-style-type: none"> <li>• Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.</li> <li>• Manage their own basic hygiene and personal needs, including understanding the importance of healthy food choices</li> </ul>	<ul style="list-style-type: none"> <li>• Children will know how to make a slot join.</li> <li>• Children will begin to know which glue, tape, join etc. to use for their chosen purpose</li> <li>• Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>• Safely use and explore a variety of materials, tools and techniques,</li> </ul>	<ul style="list-style-type: none"> <li>• Developing fine motor/cutting skills with scissors.</li> <li>• Exploring fine motor/threading and weaving (under, over technique) with a variety of materials.</li> <li>• Using a prepared needle and wool to practise threading.</li> <li>• Children will join materials using treasury tags, staples, split pins, make brace joins</li> </ul>

	<ul style="list-style-type: none"> <li>• Making an object that is purposeful, considering material choices.</li> <li>• Children will know how to make a flange join.</li> </ul>	<ul style="list-style-type: none"> <li>• Use a range of small tools, including scissors, paint brushes and cutlery.</li> </ul>	<p>experimenting with colour, design, texture, form and function.</p> <ul style="list-style-type: none"> <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>	
Evaluate	<ul style="list-style-type: none"> <li>• Giving a verbal evaluation of their own and others' models with adult support.</li> <li>• Checking to see if their model matches their plan.</li> <li>• Considering what they would do differently if they were to do it again.</li> <li>• Describing their favourite and least favourite part of their model.</li> <li>• Making predictions about, and evaluating different materials.</li> <li>• Testing their design and reflecting on what could have been done differently.</li> <li>• Investigating the how the shapes and structure of a objects effect how it moves.</li> </ul>	<ul style="list-style-type: none"> <li>• Giving a verbal evaluation of their own and others' models with adult support.</li> <li>• Considering what they would do differently if they were to do it again.</li> </ul>	<ul style="list-style-type: none"> <li>• Testing a finished product, seeing whether it moves as planned and if not, explaining why and how it can be fixed.</li> <li>• Reviewing the success of a product by testing it with its intended audience.</li> </ul>	<ul style="list-style-type: none"> <li>• Reflecting on a finished product and comparing to their design.</li> </ul>
Technical	<ul style="list-style-type: none"> <li>• To know there are a range to different materials that can be used to make a model and that they are all slightly different.</li> </ul>		<ul style="list-style-type: none"> <li>• To know that a mechanism is the parts of an object that move together.</li> </ul>	<ul style="list-style-type: none"> <li>• To know that a design is a way of planning our idea before we start.</li> <li>• To know that threading is putting one material through an object</li> </ul>

	<ul style="list-style-type: none"> <li>• Making simple suggestions to fix their junk model.</li> <li>• To know that some materials are waterproof.</li> </ul>			
Nursery	<ul style="list-style-type: none"> <li>• Explore different materials freely.</li> <li>• Join different materials and explore different textures.</li> <li>• Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> <li>• Draw with increasing complexity and detail, e.g. a circle for a face.</li> </ul>	<ul style="list-style-type: none"> <li>• Explore different materials freely.</li> </ul>	<ul style="list-style-type: none"> <li>• Explore different materials freely.</li> <li>• Join different materials and explore different textures.</li> <li>• Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> <li>• Draw with increasing complexity and detail, e.g. a circle for a face.</li> </ul>	<ul style="list-style-type: none"> <li>• Explore different materials freely.</li> <li>• Join different materials and explore different textures.</li> <li>• Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> <li>• Draw with increasing complexity and detail, e.g. a circle for a face.</li> </ul>