

What does Design Technology look like in the Early Years Foundation Stage?



Specific examples of Design Technology at Marsh Green

Three and Four-Year-Olds

PSED: Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.

PD: Use large-muscle movements to wave flags and streamers, paint and make marks.

• Choose the right resources to carry out their own plan. • Use one-handed tools and equipment, for example, making snips in paper with scissors.

UW: Explore how things work.

EAD: Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.

- Explore different materials freely, in order to develop their ideas about how to use them and what to make.
- Develop their own ideas and then decide which materials to use to express them. • Create closed shapes with continuous lines, and begin to use these shapes to represent objects.

Reception Age

PD: Progress towards a more fluent style of moving, with developing control and grace

- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.

EAD: • Explore, use and refine a variety of artistic effects to express their ideas and feelings.

- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.

Autumn

Nursery:

Exposed to a range of different materials and tools

Cutting and joining skills

Reception:

Joining and cutting skills

Junk modelling

Spring

Nursery:

Junk modelling

Reception:

Designing using clay

Large scale projects

Observational drawings

Summer

Reception:

Drawing maps – Bird's eye views