



DESIGN AND TECHNOLOGY EYFS

In EYFS we support children to learn in Design and Technology through continuous provision and enhanced provision opportunities.

We provide a wide range of materials and tools as part of our continuous provision. This means that it is accessible to children at all times and mostly stays the same throughout the year. We enhance the provision by adding additional resources to support projects but the foundation resources are always available.

Materials to support include:

- Drawing: Wax crayons, HB pencils, pencil crayons, chalk, felt tips, clipboards
- Junk modelling: cardboard boxes, fabric scraps, foil, empty bottles or cartons, lolly sticks, corks etc.
- Craft: Coloured paper, white paper and craft card, left and right-handed scissors, joining materials such as sellotape, string, ribbons and glue.
- Rulers, tape measures
- Play dough
- Lego and Duplo
- Building blocks
- Natural materials in outdoor learning space
- Mud kitchen

Enhanced provisions may include: Seasonal materials or those related to a special festival, for example, hedgehog shelters. A provocation to create, for example: a bridge for the Three Billy Goats Gruff, making a gingerbread man, pumpkin soup, making a boat. Materials chosen to develop certain skills or enhance an interest such as clay or papier maché. Enhanced provision is normally provided to either encourage consolidation of learning after a lesson, or in response to children's expressed interests.

We support the children's learning by talking to them about their projects or interests and by encouraging the use of key vocabulary. We try using some of the following open-ended prompts to encourage thought and conversation. "I wonder why...?" "I wonder how...?" "Tell me about..." "What if...?" "What do you think?" "What might happen if...?" "What might happen if...?" "How can we find out about...?"

Design and Technology	Food	Structures	Textiles	Mechanisms
<p>Skills and Knowledge</p>	<p>Explore and become familiar with different fruits and vegetables using their senses</p> <p>Begin to understand what makes a healthy balanced diet</p> <p>Understand good hygiene when preparing foods</p> <p>Use a variety of cooking utensils safely and with support to prepare food</p>	<p>Making verbal plans and material choices. Developing a junk model. Using knowledge from exploration to inform design.</p> <p>Improving fine motor/scissor skills with a variety of materials. Joining materials in a variety of ways (temporary and permanent). Joining different materials together. Describing their model, and how they intend to put it together. To select materials for purpose eg. Waterproof materials.</p> <p>Giving a verbal evaluation of their own and others' models with adult support.</p>	<p>Discussing what a good design needs. Designing a simple pattern with paper. Choosing from available materials.</p> <p>Developing fine motor/cutting skills with scissors. Exploring fine motor/threading and weaving (under, over technique) with a variety of materials. Using a prepared needle and wool to practise threading.</p> <p>Reflecting on a finished product and comparing to their design.</p>	<p>Explore simple paper slider mechanisms</p> <p>Eg. Santa's chimneys</p> <p>Developing fine motor/cutting skills with scissors.</p> <p>To know that pushes and pulls make objects move.</p>

<p>Vocabulary</p>	<p>Fruit • Vegetables • Safety • Knife • Blade • Tool • Edge • Handle • Chop • Slice • Cut • Saucepan • Blender • Chopping board • Hob • Boil • Blend • Mix • Packaging • Recyclable • Metal • Plastic • Reusable</p>	<p>Checking to see if their model matches their plan. Considering what they would do differently if they were to do it again. Describing their favourite and least favourite part of their model.</p> <p>To know there are a range to different materials that can be used to make a model and that they are all slightly different. Making simple suggestions to fix their model.</p> <p>Join • Stick • Cut • Bend • Slot • Scissors • Measure • Materials • Fix • Waterproof • Absorb • Prediction • Variable • Experiment • Investigation • Float • Sink • Junk</p>	<p>To know that a design is a way of planning our idea before we start. To know that threading is putting one material through an object.</p> <p>Thread • Weave • Pattern • Sew • Sewing needle • Embroider • Design • Evaluate</p>	<p>• Slide • Mechanism • Push • Pull • Slit</p>
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