



PEMBRIDGE CE PRIMARY SCHOOL

Inspiring learning through faith and values

EXPLORING DESIGN AND TECHNOLOGY in the EYFS

Pembroke is a school where we encourage everyone to be **inspired** through faith in God and to live by Christian values so that our **teaching and learning** is of the highest quality, our whole community **flourishes** and we reflect all that is worthy of **praise**.

How do we provide a foundation of design and technology skills and knowledge in the EYFS?

Developmental Matters (linked to D&T)	The Early Learning Goals (linked to D&T)	Bridging to KS1 National Curriculum	Specific learning to Pembroke CE Primary School	How might this look like in our Early Years provision?
Three- and Four-Year Olds Expressive Arts & Design - Explore different materials freely, 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. - Join different materials and explore different textures Physical Development - Use one-handed tools and equipment, for example, making snips in paper with scissors. - Use a comfortable grip with good control when holding pens and pencils. - Show a preference for a dominant hand. Reception Expressive Arts & Design - Explore, use and refine a variety of artistic effects to	Children at the expected level of development will: Physical Development: - Use a range of small tools, including scissors and paintbrushes. Expressive Arts & Design: - 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.	When designing and making, pupils should be taught to: Design - 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. Make - 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. Evaluate	- Talk about healthy foods - Have the opportunity to grow and cook foods in our school gardens. - Cook foods at Forest School by the fire pit. - Provide a range of materials for people to construct with. - Make models of well-known buildings in our community e.g. the church, bell tower, Pembroke School. - Children to be taught how to join materials using tape and glue. - Teaching children how to use tools safely. - Make wooden spoon puppets of themselves for self-registration.	- Making puppets to retell stories or nursery rhymes. - Using junk materials to make a Billy Goat gruff bridge or chair for Baby Bear. - Cookery activities: porridge, bread or using local produce to make smoothies or soup. - Making masks to retell a familiar story or nursery rhyme. - Using hole punches, staplers, split pins, tape or glue in their own creations. - Constructing in the construction area. - Making imaginative small worlds with construction kits or loose parts e.g. the town in Funnybones. - Using the large construction in the outside area. - Sand sculptures. - Making and modelling playdough.

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. Physical Development - Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.		- Explore and evaluate a range of existing products. - Evaluate their ideas and products against design criteria. Technical knowledge - 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.		Using clay to make remembrance poppies.
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