

Design Technology in Early Years

Nursery children will be learning to:

- Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.
- Join different materials and explore different textures
- Use all their senses in hands on exploration of natural materials.
- Explore collections of materials with similar and/or different properties.
- Talk about what they see, using a wide vocabulary.
- Explore how things work.
- Explore and talk about different forces they can feel.
- Talk about the differences between materials and changes they notice
- Select shapes appropriately: flat surfaces for building, a triangular prism for a roof etc.
- Combine shapes to make new ones - an arch, a bigger triangle etc.
- Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel.
- Use one-handed tools and equipment, for example, making snips in paper with scissors
- 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

Reception children will be learning to:

- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills
- Explore the natural world around them
- 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.
- Show resilience and perseverance in the face of challenge.
- Manage their own needs

Early Learning Goals:

- Use a range of small tools, including scissors, paintbrushes and cutlery (PD)
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function (EAD)
- Share their creations, explaining the process they have used (EAD)

Learning Opportunities in the Early Years:

- Materials – Collect and talk about the properties of materials and how they are used
- Junk modelling/woodwork - how can we fix materials together? How can we make it stronger? How can we make a moving part?
- Continuous provision - Construction inside and outside – marble run, building blocks, large outdoor loose parts. Can you make a structure for you and your friends to go inside?
- Continuous provision – art area. Daily access to variety of tools and materials to develop skills and ideas. Daily opportunities to reflect and adapt their work.
- STEM challenges – can you create a structure from marshmallows and match sticks, cups and lolly pop sticks. How can we make it more stable?
- Story challenges – 3 Billy goats gruff bridge making, build homes for the 3 pigs etc.
- Cooking – learning where food comes from. Making butter from double cream, cress sandwiches, bread rolls, cakes, biscuits.