

Subject: Design and Technology in the EYFS at Brookside Primary School

<p>The EYFS DT curriculum at Brookside Primary school We want to teach children to...have the foundational knowledge around; freestanding structures, food, mechanisms and textiles. Children will explore basic skills and knowledge through hands on investigations and activities. Children will be taught to use basic tools and master techniques e.g. joining two pieces of paper, using scissors to cut for a desired effect.</p>	<p>How we teach DT in the EYFS at Brookside Primary School.... We teach DT through ongoing continuous provision, in the creative areas in the classroom and the construction area. In addition, there are planned activities throughout the year which promote foundational knowledge in the identified areas e.g. mechanisms.</p>	<p>Our rationale for our EYFS DT curriculum...our youngest children at Brookside often have already experienced construction kits e.g. Duplo but often have not had opportunity to use DT related tools and often lack the fine motor control required. Therefore, we plan additional opportunities throughout the year for using scissors, cutlery, etc...</p>	
<p>We learn about Design and Technology through....</p>			
<p>Expressive Arts and Design 3 / 4 year olds: - 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: - 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.</p>	<p>Physical Development 3 / 4 year olds: - 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. Reception: - Progress towards a more fluent style of moving, with developing control and grace.</p>	<p>Personal, Social and Emotional Development 3 / 4 year olds: - 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.</p>	<p>Understanding of the World 3 / 4 year olds: - Explore how things work.</p>

<p>ELG: EAD: Creating with materials:</p> <ul style="list-style-type: none"> - 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. 	<p>Develop their small motor skills so that they can use a range of</p> <p>ELG: PD: Fine motor skills: - Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <ul style="list-style-type: none"> - 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. 		
<p>By the end of the EYFS we would like children to....be able to confidently use simple tools and equipment. To use their imaginations in making creations. To have a knowledge of basic cooking techniques. To develop their understanding of key vocabulary around Design and Technology to assist them with their learning in KS1.</p>			

Brookside Primary School

Long term plan for Design and Technology (DT) KS1 and KS2

***Science link**

Key Stage 1

A	<p>Mechanisms Sliders and levers Pop-up books *Forces</p>	<p>Structures Freestanding structures Walls and bridges Exploratory *Properties of materials</p>	<p>Food (Summer 2) Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) Smoothie making for a friend *Animals including humans</p>
B	<p>Food Preparing fruit and vegetables (including cooking and nutrition requirements for KS1) Make a healthy sandwich *Animals including humans</p>	<p>Mechanisms Wheels and axles Pull along toy *Forces</p>	<p>Textiles Templates and joining techniques Making a puppet *Materials</p>

LKS2

A	<p>Structures Shell structures (including computer-aided design) *Properties of materials Make a giftbox *Properties of materials</p>	<p>Textiles 2-D shape to 3-D product Make a wallet/purse *Properties of materials</p>	<p>Food (Summer 1) Healthy and varied diet (including cooking and nutrition requirements for KS2) Pizza making *Animals including humans</p>
B	<p>Mechanical Systems Levers and linkages Make a Winter themed card *Forces</p>	<p>Electrical Systems Simple circuits and switches (including programming and control) Make a nightlight *Electricity</p>	<p>Food (Summer 1) Healthy and varied diet (including cooking and nutrition requirements for KS2) Healthy bar *Animals including humans</p>

UKS2

A	<p>Structures Frame structures Make a building with an electrical circuit *Properties of materials</p>	<p>Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Make a seasonal soup *Link to LKS2 animals including humans healthy eating</p>	<p>Electrical Systems More complex switches and circuits (including programming, monitoring and control) Crumble software *Year 6 electricity</p>
B	<p>Food Celebrating culture and seasonality (including cooking and nutrition requirements for KS2) Make a healthy snack</p>	<p>Mechanical Systems Pulleys or gears *Forces</p>	<p>Textiles Combining different fabric shapes (including computer-aided design) Using software for decorating fabrics *Properties of materials</p>

*Link to LKS2 animals including humans healthy eating		
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