

Design and Technology in the EYFS curriculum	How this is achieved in EYFS	How the learning in EYFS progresses into KS1
 <u>Physical Development</u> ELG: Fine Motor Skills Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. Use a range of small tools, including scissors, paint brushes and cutlery. Begin to show accuracy and care when drawing. 	 Children learn by experimenting with tools such as scissors, staplers and hole punches. Different DT activities e.g. designing and making a kite, wind tunnel, wind chimes and choosing the best materials. Creating vehicles using outdoor blocks and loose parts. Creating products for a purpose i.e. a chair for Baby Bear in Goldilocks. 	 Y1 Spring 2 topic – Mechanisms: Wheels and axles. Learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Design and make a moving vehicle. Y2 Summer 1 topic – Mechanisms: Fairground wheel. Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely.
 Expressive Arts and Design ELG: Creating With Materials 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. Make use of props and materials when role playing characters in narratives and stories. Personal, Social and Emotional Development 	 Children can self-select from a range of tools and materials in continuous provision. They make use of fixing and joining materials such as sellotape, masking tape, string, pipe cleaners and glue. Through questioning, children are encouraged to talk about what they like about their work and other children's designs and how they would improve it. Building a minibeast hotel outside. Selecting the best resources to build dens in different areas of the outdoor provision inspired by books that we are reading. Creating props in role play. 	 Y1 Summer 1 topic – Structures: Constructing a windmill. Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features. Y2 Spring 1 topic – Structures: Baby bear's chair. Explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.
ELG: Managing Self Understanding the importance of healthy food choices. 	 Using tools to create food inspired by books that we are reading e.g. Oliver's Vegetables. Observing the effects of food in the oven i.e. watching cakes rise. Cooking and baking different foods linked to topics e.g. Indian sweets for Diwali. Talking about a balanced diet and healthy/unhealthy food choices during snack time and lunch time. 	 Y1 Spring 1 topic – Food: fruit and vegetables. Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging. Y2 Spring 2 topic – Food: a balanced diet. Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to

Summer 1 topic – healthy eating and	understand a balanced diet to develop a
different types of foods.	healthy wrap.