Design and Technology

Skills progression document

EYFS Expressive Art and Design
This consists of two strands: Creating with Materials, and Being Imaginative and Expressive

	Autumn	Spring	Summer
Topic	The Three Little Pigs	All about space	Elves and the Shoemakers
Outcome	To build a house for the three little pigs	To make a moving space picture with split pins	To create shoes for the Elves.
Focus	Box modelling	Moving parts	Using different techniques to create a model.
Knowledge, skills and understanding	Children develop skills of planning, measuring, folding, cutting, joining, attaching, building, balancing, selecting materials, evaluating and developing their work, independently at our creative area and construction area, but also with adult support. Sometimes they work on the above specific adult-initiated challenge, but the rest of the time they have free choice to create whatever they can imagine.		
Technical knowledge and understanding	**F1**: Explore basic cutting skills and an introduction of how to use equipment safely	**F1**: Explore different materials freely to develop their ideas about how to use them and what to make	**F1**: Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city

			with different buildings and a park.
	F2: Develop skills for effective and safe use of tools. Join different materials and explore different textures.	**F2:** Explore the use of resources to create moving parts. Return to and build on their previous learning, refining ideas and developing their ability to represent them.	**F2:** Manipulate tools and resources to create a desired outcome. Share their creations, explaining the process they have used.
Key questions	These are some key questions that you could ask within D&T lessons. **Factual** – What ingredients did you use? What fabric is this? Who is this designer? What is the tool called? **Conceptual** – Can you name some healthy foods? How did you reinforce structure? What did you learn about diet? What happened to the prototype? **Procedural** – What happened next? What are the steps we follow designing and making a product? How do you use this tool safely? Can you remember the next stage in the design process? **Metacognitive** - What are your design criteria? Is there a way of helping you remember each stage of the design process? What have you learned about inn other D&T lessons that could help you? What construction skills do you already have?		