

## Design Technology (DT) in EYFS

The EYFS framework is structured differently to the Primary National Curriculum as it is organised across seven areas of learning rather than subject areas. The aim of this document is to demonstrate how the skills taught across EYFS feed into the Primary National Curriculum subjects and our Primary Foundation Curriculum at Key Stage 1.

<b>Early Years Summary Objectives</b>	<b>Key Stage 1 Summary Objectives</b>
<p>In Early Years, students will freely explore different materials and develop their own ideas. They will explore different textures and join different materials using their own ideas. They will return to previous learning, refining and improving their ideas. The Early Years DT curriculum will develop the children's fine motor skills.</p>	<p>In Key Stage 1 students will learn to design purposeful, functional and appealing products that are based on design criteria. They will make products by using a wide range of materials and develop the use of tools to cut, shape, join and finish. They will learn to evaluate products and suggest how it could be improved to be stronger, stiffer and more stable. They will learn to cook simple food.</p>

The table below outlines the statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception, which provide the foundation for our programme of study for DT.

Related statements for DT are taken from the following areas of learning:

- **Personal, Social and Emotional Development**
- **Physical Development**
- **Understanding the World**
- **Expressive Arts and Design**

## Preparing for DT in the EYFS

Reception	Physical Development	<ul style="list-style-type: none"> <li>• Progress towards a more fluent style of moving, with developing control and grace.</li> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>• Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</li> </ul>
	Expressive Arts and Design	<ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>• Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>• Create collaboratively, sharing ideas, resources and skills.</li> </ul>
Early Learning Goals	Physical Development	<i>Fine Motor Skills</i> <ul style="list-style-type: none"> <li>• Use a range of small tools, including scissors, paintbrushes and cutlery.</li> </ul>
	Expressive Arts and Design	<i>Creating with Materials</i> <ul style="list-style-type: none"> <li>• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> <li>• Share their creations, explaining the process they have used.</li> </ul>