

The EYFS is its own distinct key stage and has its own unique curriculum, the aim of which is to foster the development and progress of our youngest learners in line with the guiding EYFS principles and to provide a solid foundation for future learning. In order to promote our links with KS1, careful consideration has been made to the key knowledge and skills we want the children to develop in our EYFS. In order to prepare our children well for the following national curriculum content of our whole school curriculum deliberate links have been made between the EYFS areas of learning and the NC subjects, so that the whole school curriculum is progressive from the very start of our pupil's journey through our school.

Our EYFS curriculum design is based on the Educational Programmes set out in the EYFS Statutory Framework 2021 and involve the activities and experiences for children, as set out under each of the areas of learning. They have been tailored to reflect our school, pupils and the community we serve. Educational programmes set out the essential skills and knowledge that are vital to prepare the children for their journey into KS1 and beyond. The EYFS is the foundation for future learning and we ensure children have secure grounding in 'being an explore and inventor'.

Design and Technology :Design and Technology is encompassed in the Expressive Arts and Design area of learning, but as all areas of learning are interlinked it draws on many other elements, such as Physical Development when children are joining materials and using tools such as scissors and glue. At Sutton Park Primary in EYFS children will learn through first-hand experiences. They will be encouraged to explore, observe, solve problems, think critically, make decisions and to talk about why they have made their decisions. Planning ensures that children are encouraged to think imaginatively and use what they have learnt about media and materials in original ways, thinking about their uses and purposes. They safely use and explore a variety of materials, tools and techniques to experiment with design, texture, form and function.

Sutton Park Primary School

Design Technology knowledge and Skills Progression in EYFS



Key Skills:

Links to:- Development Matters 2021 (The non-statutory supporting guidance for the EYFS Statutory Framework 2021)
Early Learning Goals (ELGs) Expected Statements (ARE for end Reception EYFS Profile)

Expressive Art and Design

BIRTH TO THREE		
THREE AND FOUR YEAR OLDS	- Personal, Social and Emotional Development	- 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.
	- Physical Development	- 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
	- Understanding the World	- Explore how things work.
	- Expressive Arts and Design	- 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

CHILDREN IN RECEPTION	- Physical Development	<ul style="list-style-type: none"> - Progress towards a more fluent style of moving, with developing control and grace. - 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.
	- Expressive Arts and Design	<ul style="list-style-type: none"> - 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
ELG	- Physical Development	<ul style="list-style-type: none"> - Use a range of small tools, including scissors, paintbrushes and cutlery.
	- Expressive Arts and Design	<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.

Sutton Park Primary School

EYFS Design Technology Long Term Plan



	Autumn	Spring	Summer
FS1	<p style="text-align: center;"><u>All About Me</u></p> <p>Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Making own house – junk modelling Toasting bread. Chopping vegetables.</p>	<p style="text-align: center;"><u>Amazing Animals</u></p> <p>Make simple models which express their ideas-An animal and a house for an animal. Join materials to make a head band animal. Animal patterned materials.</p> <p>Cooking/Baking -chocolate nest cakes. Creating a sandwich</p>	<p style="text-align: center;"><u>Over and Under The Sea</u></p> <p>Create a variety of sea animals using/combining media and materials e.g. yoghurt pot jellyfish. Manipulate Explore different materials, using all their senses to investigate them. Manipulate and play with different materials such as dry glittery sand. Sewing a sea creature with Binka. Paper Mache sea creature. Salt dough sea creature.</p>
FS2	<p style="text-align: center;"><u>All About Me</u></p> <p>Making own house – design on paper and then construct a house from materials. Paper Mache planets-linked to literacy text the Smeeds and the Smoods. Mechanism-Split pin –person/alien. Look at fruit and vegetables –peeling and chopping.</p>	<p style="text-align: center;"><u>Amazing Animals</u></p> <p>Making porridge to taste – try different toppings Making pancakes – Pancake Day- design a face and taste. Making castles – junk modelling with different sized tubes to make Jack and the Beanstalk. Safely use and explore a variety of materials, tools and techniques- Sewing with felt-Mother's day. Easter creating a basket using ribbon and hole punch. Cooking/Baking Chinese Noodles, gingerbread – Science link . The Little Red Hen –bread- literacy link.</p>	<p style="text-align: center;"><u>Over and Under The Sea</u></p> <p>Create land and sea creatures using materials and media such as a paper bowl turtle and ribbon jelly fish- explain what they have used to make it. Play with different materials such as gritty corn flour and sea-weed and different types of shells. Make a Lighthouse-Science link- look at light sources. Design a healthy sandwich/packed lunch.</p>
Key Vocabulary	planning, investigating design, evaluate, make, user, purpose, ideas, product,		