Weston Rhyn Primary School

EYFS Learning Map; Design and Technology

Early Learning Goals; Creating with Materials	Development Matters Objectives
• **Creating with Materials:** Safely exploring tools, techniques, materials, and textures, and sharing their processes and creations. • **Fine Motor Skills:** Using small tools like scissors and paintbrushes with growing accuracy and care.	• **Explore materials:** Investigate different materials and notice their properties, such as hard/soft, rough/smooth, strong/weak. • **Use tools:** Begin to use simple tools safely and with increasing control, such as scissors, glue, tape, hammers and hole punches. • **Join materials:** Explore different ways of joining materials, such as sticking, folding, tying and slotting. • **Design and plan:** Talk about what they want to make and choose suitable materials and tools. • **Construct:** Build and create models using a range of materials, adapting ideas as they work. • **Solve problems:** Try different approaches when something doesn't work and make changes to improve their creation. • **Evaluate:** Talk about what they have made, what they like about it and what they could change. • **Develop fine motor skills:** Strengthen hand and finger muscles and improve control when manipulating materials and tools. • **Use imagination:** Create purposeful products based on their own ideas, experiences and interests.

Substantive Knowledge	
By the end of Reception, children should begin to know that: • **Materials have different properties** — e.g. some are hard, soft, flexible, waterproof, strong, rough or smooth. • **Materials can be changed** — they can be cut, folded, joined, squashed, rolled, moulded or combined. • **Different materials are suitable for different purposes** — e.g. cardboard can make a model, fabric can make clothing, and wood can make a strong structure. • **Structures need to be stable** and can be made stronger in different ways. • **Joining methods** include gluing, taping, tying, stapling and slotting. • **Tools have different purposes** — scissors cut, a hole punch makes holes, a stapler joins materials, etc. • **A product is made for a purpose** and should meet the needs of the person using it. • **Designs can be represented** through drawings, models, pictures or verbal descriptions. • **Making involves choices** about materials, tools, shape, size and joining techniques. • **Products can be evaluated and improved** — children can talk about what worked, what did not work and what they could change. • **Everyday products are designed and made by people** to solve problems or meet needs.	• EYFS area Substantive knowledge children develop • Materials Materials have different properties and uses. • Structures Structures need to be stable and strong enough for their purpose. • Mechanisms Some things move; movement can be created or changed by simple mechanisms. • Textiles Fabrics have different properties and can be joined or decorated. • Food Ingredients can be combined and changed to make food products. • Design Products are designed for a particular purpose or user. • Making Tools and joining techniques are selected according to the material and purpose. • Evaluation Products can be tested, discussed and improved. • "I am designing…" • "My idea is…" • "I chose this material because…" • "I joined these together by…" • "It works because…" • "I could make it better by…" • "I tested my model and…" • "Next time I would…"

Case Study	Future Learning	Key Vocabulary
• **Designing a toy** for young children • **Making a musical instrument** from recycled materials • **Creating a healthy snack** for nursery children	Preparing apple crumble Building bridges Sliders and levers	• **Design** – thinking about and planning what to make. • **Make** – creating something using tools and materials. • **Build** – putting materials or parts together. • **Create** – making something new. • **Plan** – deciding what you are going to do.

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• **Designing a storage solution** for a classroom • **Making a moving vehicle** using wheels and axles • **Designing a playground** for Early Years children		• **Idea** – a thought about what you could make. • **Model** – a simple version of something you want to make. • **Material** – what something is made from, such as wood, card, fabric or plastic. • **Tool** – something used to help make or change materials. • **Join** – connecting two or more things together. • **Cut** – using a tool to divide or shape a material. • **Fold** – bending a material over. • **Bend** – changing the shape of something by curving it. • **Stick** – joining materials using glue or another adhesive. • **Strength** – how strong or sturdy something is. • **Shape** – the form of an object. • **Size** – how big or small something is. • **Texture** – how something feels. • **Function** – what something is designed to do. • **Purpose** – the reason something is made. • **Test** – trying something to see if it works. • **Improve** – making something better. • **Evaluate** – thinking about what worked well and what could be changed. • **Safe** – using tools and materials carefully. • **Measure** – finding out how long, tall or wide something is. • **Sort** – putting materials or objects into groups. • **Reuse** – using something again rather than throwing it away. • **Recycle** – processing materials so they can be used again