

# Laying the Foundations for Design and Technology



## EYFS

Children begin to construct using a variety of materials (Fabric, Blocks)

Children use a range of resources to create junk modelling

Children supporting with cooking with increasing independence, measuring food and describing the process.

Children explore textiles and begin to plan, design and evaluate a textile project.

Children support with cooking, kneading, stirring and preparing food

Children begin to plan ahead, talking about what they intend to create.

Children follow the DT cycle and begin to plan, design and evaluate.

Exploring joins when just modelling, planning and deciding on an appropriate join to create an end project.

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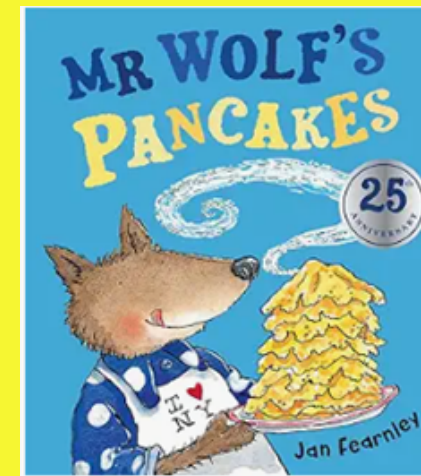
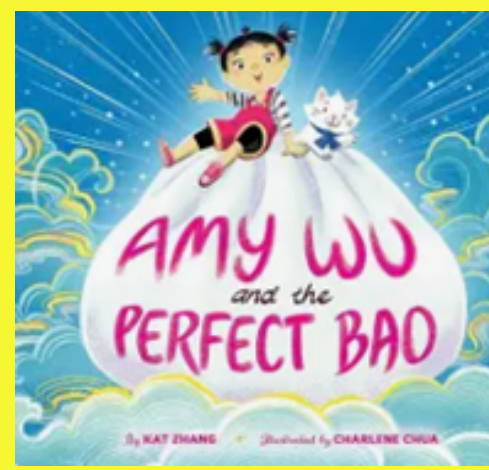
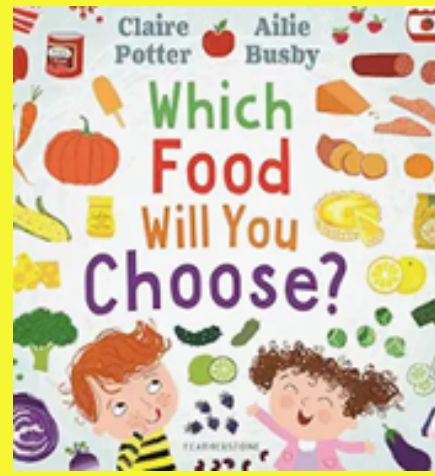
## EYFS

### Enabling Environments

- Junk Modelling available
- Opportunities to cut, join and shape materials.
- Variety of building materials (indoors and out)
- Opportunities and encouragement to plan and design
- Roleplay resources linked to food preparation (recipes, instructions)

### Role of the Adult

- Encourage children to have their own ideas and try them out.
- Introduce vocabulary that will help children describe what they see and do.
- Talk to the children about colours, patterns and shapes as they draw, make and build.
- Point out changes in properties of media, for example when paper gets wet as paint is applied to it or glue becomes hard as it dries
- Talk about how and why things happen eg. why toys wheel.
- Think out loud about what they intend to make.
- Spend time in the art area, showing children how to join.



# Laying the Foundations for Design and Technology



**EYFS**

Scissors

Glue

Tape

Stick

Fabric

Wool

Stable

Plastic

Cook

Explore

Strong

Plan

Design

Evaluate

Ingredients

Improve

Test