

Design and Technology in the Early Years at St.Peter's



The EYFS framework is organised differently to the National Curriculum that is used for children in Year 1 to Year 6: it is organised across seven areas of learning rather than subject areas

The table below identifies the statements taken from the 2020 Development Matters which are prerequisite skills for Design and Technology within the National Curriculum.

The most relevant statements for DT are taken from the following areas of learning:

- Physical Development
- Expressive Arts and Design

Children have the opportunity to develop early skills in DT as part of the daily continuous provision and focussed sessions at St.Peter's. Our Pre-nursery, Nursery and Reception children also enjoy taking part in our focussed Art and DT weeks throughout the year.

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, makingsnips in paper with scissors.
	Understanding the World	Explore how things work.
	Expressive Arts and Design	Make imaginative and complex 'small worlds' with blocksand construction kits, such as a city with different buildingsand 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 touse to express them.
		Create closed shapes with continuous lines, and begin to usethese shapes to represent objects.
Reception	Physical Development	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	Explore, use and refine a variety of artistic effects to express their ideas and feelings
		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.
		Create conductativery, sharing faces, resources and skins.



ELG	Physical Development	Fine Motor Skills	Use a range of small tools, including scissors, paintbrushesand cutlery.
	Expressive Arts and Design	Creating with Materials	 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, formand function. Share their creations, explaining the process they have used.