

## Bentley Heath Church of England Primary School



## Design and Technology EYFS to KS1 bridge

	ELG 7	How this is achieved in EYFS	Design & Technology – KS1
Prime Area of Learning: Physical Development	Fine Motor Skills  Hold a pencil effectively in preparation for fluent writing — using the tripod grip in almost all cases.  Use a range of small tools, including scissors, paint brushes and cutlery.  Begin to show accuracy and care when drawing.	Children can self-select from a range of tools and materials in the continuous provision.  Children learn by experimenting with tools such as scissors, staplers and hole punches.  Different DT activities e.g. designing and making a kite, wind tunnel, wind chimes and choosing the best materials.  Creating vehicles using outdoor blocks and loose parts.  They make use of fixing and joining materials such as sellotape, masking tape, string, pipe cleaners and glue.  Creating products for a purpose i.e. a house for the Three	<ul> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mockups and, where appropriate, information and communication technology.</li> <li>Make</li> <li>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</li> <li>Evaluate</li> <li>Explore and evaluate a range of existing products.</li> <li>Evaluate their ideas and products against design criteria.</li> </ul>
ıg: sign	ELG 16  Creating with Materials  Safely use and explore a variety of materials, tools and	Little Pigs.  Through questioning children are encouraged to talk about what they like about their work and other children's designs and how they would improve it.	
Specific Area of Learning: Expressive Arts and Design	techniques, experimenting with colour, design, texture, form and function.  Share their creations, explaining the process they have used.  Make use of props and materials when role playing characters in narratives and stories.	<ul> <li>Activity Examples:</li> <li>Christmas decorations</li> <li>Chinese lanterns</li> <li>Making jellyfish</li> <li>Using the construction area to build objects based on books they are reading.</li> </ul>	



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	ELG 4	Using tools to create food inspired by books that we are reading e.g. Oliver's Vegetables. Children to learn about planting and growing.	Technical knowledge     build structures, exploring how they     can be made stronger, stiffer and
Prime Area of Learning: Personal, Social & Emotional Development	Managing Self  Understanding the importance of healthy food choices.	Observing the effects of food in the oven i.e. watching cakes rise.  Cooking and tasting different foods linked to topics e.g. noodles and rice for Luna New Year	more stable.  • Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.