Design and Technology is designing and making something, for someone, for some purpose Links to Aspiration 4:					
Early Learning Goal	What this looks like a Weeke Primary	Future learning in Year 1			
ELG: PD – Fine Motor Skills Use a range of small tools, including scissors, paint brushes and cutlery	 Facher Inputs AU2 - Fruit kebabs linked to maths – children are taught the claw and bridge grip when cutting soft fruit with a butter knile, as well as thread soft fruit onto a skewer. SU1 – Children design and make a simple fruit salad choosing from a selection of soft fruit – claw and bridge grip revisited. Children follow simple pictorial instructions to make sandwiches. Teach models how to spread margarine onto bread. AU2 - following simple instructions to make hedgehog bread. AU2 - Children taught to make a simple flap picture – linked to Literacy 'Dear Zoo'. Children taught in small groups how to safely use a short handled hammer. Hammering various size golf tee into pumpkins and potatoes. With the following function of the into pumpkins and potatoes. With the claw provide the interval of the into pumpkins and potatoes. With the claw provide the interval of the interval	 To design and make a salad for the school salad bar. Use low resistance foods with a table knife to cut into in to equal size pieces/slices, e.g. canned pineapple slices, sticks of pepper, mushrooms using claw and bridge grip. Use a fork to secure foods To design and make a moving Christmas card. To use a slider or lever to make a moving card. Accurate use of scissors to create finished product. To design and make a shelter for Captain Scott. Learn how to safely use a hack saw with adult support. 			

	Small tools available in water area e.g. pipettes and syringes.	
ELG: PD – Fine Motor Skills	Teacher Inputs	During the design section of the
Begin to show accuracy and care when drawing	 Teacher modelling of building a construction and retrospectively drawing and labelling it. These challenges are regularly given to children through the year, e.g. can you build a vehicle for leaf man to travel in? Can you draw and label it? Continuous Provision 	cyclical process in the mechanisms and structures project children will be encouraged to draw and label their designs showing what they
	 Clipboards, paper and pencils available in the block and small construction for children to design models before making or draw retrospectively. Range of drawing equipment available in writing and creative areas to entice drawing, e.g. felt tips, crayons (chunky and thin), pencils, big paper, plain paper, coloured paper. With the provided paper of the pa	intend their final product to look like.
ELG: EAD - Creating with	Teacher Inputs	During all projects the teacher
materials Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and	 In small groups children will be taught how to use tools safely and then tools will be available in provision to use with greater independence, some still with adult supervision. Children will be taught a range of joining techniques, that are then displayed in the workshop/creative area, e.g. joining with tape, flange, hole punch and string. 	will model how to use tools safety, e.g. knives – cutting techniques and hack saws.
function	 Continuous Provision Creative/workshop area – scissors, staplers, tape dispenser, hole punch Tinker table – hammer, nails, soft wood (THIS IS IN DEVELOPMENT) – Subject lead to attend course. 	

materials Share their creations, explaining the process they have used	A pailty interactions when children are choosing their learning, we encourage the obsare their creations explaining how they have made them.	Throughout the cyclical process children are encouraged to talk about their ideas and designs. Children are encourage to talk about the order of making their final product.

Red = new learning to be planned and taught