



HAWKESLEY CHURCH PRIMARY ACADEMY
Design and Technology EYFS to KS1 bridge

Specific Area of Learning Expressive Arts and Design	<p align="center">ELG 16 Creating with Materials</p>	<p align="center">How this is achieved in EYFS</p>	<p align="center">Design and Technology KS1</p>
	<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. 	<p>Children can self-select from a range of tools and materials in the continuous provision.</p> <p>Children learn by experimenting with tools such as scissors, staplers and hole punches.</p> <p>They make use of fixing and joining materials such as sellotape, masking tape, string, pipe cleaners and glue.</p> <p>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.</p> <p>Activity Examples:</p> <ul style="list-style-type: none"> Designing and making a kite/wind tunnel/wind chimes on a windy day, choosing the best materials. Building a minibeast hotel outside. Creating vehicles using outdoor blocks. Using tools to create food inspired by books that we are reading e.g. The Very Hungry Caterpillar in Nursery Selecting the best resources to build dens in different areas of the outdoor provision inspired by books that we are reading. Cookery – observing the effects of food in the oven i.e. (watching cakes rise) Creating products for a purpose i.e. a basket for Handa in Handa's surprise 	<p>Design</p> <ul style="list-style-type: none"> Design purposeful, functional, appealing products for themselves and other users based on design criteria. Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. <p>Make</p> <ul style="list-style-type: none"> Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]. Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. <p>Evaluate</p> <ul style="list-style-type: none"> Explore and evaluate a range of existing products. Evaluate their ideas and products against design criteria. <p>Technical knowledge</p> <ul style="list-style-type: none"> build structures, exploring how they can be made stronger, stiffer and more stable. Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.