

Cavendish Close Infant and Nursery School

A rich, relevant, broad and balanced curriculum contributes to outstanding learning and achievement, significant growth in pupils' knowledge, and excellent attitudes to learning

Subject area: Design and Technology

End of Early Years Foundation Stage expectation		National Curriculum End of Key Stage 1 expectation			
<p>ELG – Children safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function.</p> <p>Exceeded – Children develop their own ideas through selecting and using materials and working on processes that interest them.</p>		<p>Through a variety of creative and practical activities, pupils should be taught the knowledge, understanding and skills needed to engage in an iterative process of designing and making. They should work in a range of relevant contexts (e.g. the home and school gardens and playgrounds, the local community, industry and the wider environment). When designing and making pupils should be taught to:</p> <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 (e.g. 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 own 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 (e.g. levers, sliders, wheels and axels) in their products. <p>Cooking and Nutrition</p> <p>As part of their work with food, children should be taught how to cook and apply these principles to healthy eating. Pupils should be taught to:</p> <ul style="list-style-type: none"> • Use the basic principles of a healthy and varied diet to prepare dishes. • Understand where food comes from. 			
The world	EYFS 1 (30-50 months)	EYFS 2 (40-60 months)		Year 1	Year 2
	<ul style="list-style-type: none"> • Uses various construction materials. • Begins to construct, stacking 	<ul style="list-style-type: none"> • Understands that different media can be combined to create new effects. 		<p>A Year 1 designer can:</p> <ul style="list-style-type: none"> • Use their own ideas to make something. 	<p>A Year 2 designer can:</p> <ul style="list-style-type: none"> • Think of an idea and plan what to do next.

	<p>blocks vertically and horizontally, making enclosures and creating spaces.</p> <ul style="list-style-type: none"> • Joins construction pieces together to build and balance. • Realises tools can be used for a purpose. 	<ul style="list-style-type: none"> • Manipulates materials to achieve a planned effect. • Constructs with a purpose in mind, using a variety of resources. • Uses simple tools and techniques competently and appropriately. • Selects appropriate resources and adapts work where necessary. • Selects tools and techniques needed to shape, assemble and join materials they are using. 	<ul style="list-style-type: none"> • Describe how something works. • Cut food safely. • Make a product which moves. • Make a model stronger. • Explain to someone else how they want to make their product. • Choose the appropriate resources and tools. • Make a simple plan before making. 	<ul style="list-style-type: none"> • Choose the tools and materials and explain why they have chosen them. • Join materials and components in different ways. • Explain what went well with their work • Explain why they have chosen specific materials/textiles. • Measure materials to use in a model or structure. • Describe the ingredients they are using.
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