<u>Progression Guidance for Design & Technology from Early Years</u>

Background:

'Design and Technology' sits predominantly within the Expressive Arts and Design area of learning within the EYFS. In addition, elements of early learning goals including Moving and Handling, Health and Self-Care and The World are fundamental to the core skills required for Design and Technology. The Characteristics of Effective Learning are threaded through all aspects of learning and are the fundamental ways in which children within EYFS learn.

The following table shows how the early learning goals link to the KS1 Subject Content for Design and Technology:

KS1 Subject Content	Linked ELGs	Relevant Statements
Design	Moving and Handling Being Imaginative	 They handle equipment and tools effectively. They represent their own ideas, thoughts and feelings through design and technology.
Make	Exploring and Using Media and Materials Being Imaginative Moving and Handling	 They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They handle equipment and tools effectively.
Evaluate	The World Speaking Health and Self-Care	 Children know about similarities and differences in relation toobjects, materials They talk about the features Children know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe.
Technical Knowledge	Moving and Handling Exploring and Using Media and Materials Being Imaginative	 They handle equipment and tools effectively. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Children use what they have learnt about media and materials in original ways, thinking about uses and purposes.