



Quinton Church Primary School EYFS to KS1 Bridges

Design and technology EYFS to KS1 bridge

Specific Area of Learning	ELG 16 Creating with Materials	How this is achieved in EYFS	Design and technology KS1
<p><u>Expressive Art and Design</u></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. 	<ul style="list-style-type: none"> 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. They make use of fixing and joining materials such as sellotape, masking tape, string, pipe cleaners and glue. 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>Activity Examples:</p> <ul style="list-style-type: none"> Building a castle using the construction equipment outside. Creating emergency vehicles using blocks. Using tools to create food inspired by books that we are reading. Selecting the best resources to build superhero 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) 	<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, mockups 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.



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		<ul style="list-style-type: none">• Creating products for a purpose i.e. a diva lamp to be used for Diwali.	<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. <p>Subject content links:</p> <p><u>DT</u></p> <ul style="list-style-type: none">• Materials- cutting, measuring, joining, tearing.• Construction- moving vehicles, cutting, measuring, drilling• Food technology- cutting, peeling, measuring, assemble/cook ingredients.
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