



## 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><b>Expressive Art and Design</b></p>	<ul style="list-style-type: none"> <li>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> <li>Share their creations, explaining the process they have used.</li> </ul>	<ul style="list-style-type: none"> <li>Children can self-select from a range of tools and materials in the continuous provision.</li> <li>Children learn by experimenting with tools such as scissors, staplers and hole punches.</li> <li>They make use of fixing and joining materials such as sellotape, masking tape, string, pipe cleaners and glue.</li> <li>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.</li> </ul> <p>Activity Examples:</p> <ul style="list-style-type: none"> <li>Building a castle using the construction equipment outside.</li> <li>Creating emergency vehicles using blocks.</li> <li>Using tools to create food inspired by books that we are reading.</li> <li>Selecting the best resources to build small boats to test in water in the outdoor area.</li> <li>Creating products for a purpose i.e. recycled materials to create a percussion instrument.</li> </ul>	<p><b>Design</b></p> <ul style="list-style-type: none"> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mockups and, where appropriate, information and communication technology.</li> </ul> <p><b>Make</b></p> <ul style="list-style-type: none"> <li>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</li> </ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"> <li>Explore and evaluate a range of existing products.</li> <li>Evaluate their ideas and products against design criteria.</li> </ul>



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			<p><b>Technical knowledge</b></p> <ul style="list-style-type: none"><li>• build structures, exploring how they can be made stronger, stiffer and more stable.</li><li>• Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</li></ul> <p><b>Subject content links:</b></p> <p><u>DT</u></p> <ul style="list-style-type: none"><li>• Materials- cutting, measuring, joining, tearing.</li><li>• Construction- moving vehicles, cutting, measuring, drilling</li><li>• Food technology- cutting, peeling, measuring, assemble/cook ingredients.</li></ul>
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