

The Foundations of Design and Technology



At the John Henry Newman Academy we understand that the Early Years Foundation Stage (EYFS) is structured very differently to the national curriculum as it is organised across 7 areas of learning, rather than discrete subjects.

Each subject leader endeavours to make sure their subject meets the need of every child in the school, from Nursery to Year 6. Therefore, this document shows which statements and areas from the '2020 Development Matters' are essential knowledge and skills for Design Technology in The National Curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals (ELG) in the EYFS statutory framework, the Development Matters age ranges for the Three and Four-Year-Olds and Reception as well as any relevant texts outlined to match the programme of study for Design Technology.

Design Technology		
Programme of Study	EYFS Area	Statements
Three and Four-Year-Olds	Personal, Social and Emotional Development	• Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.
	Physical Development	• Use large-muscle movements to wave flags and streamers, paint and make marks. • Choose the right resources to carry out their own plan. • Use one-handed tools and equipment, for example, making snips in paper with scissors.
	Understanding the World	• Explore how things work.
	Expressive Arts and Design	• Make imaginative and complex 'small worlds' with blocks and construction kits, such as city with different buildings and a park. • Explore different materials freely, in order to develop their ideas about how to use them and what to make. • Develop their own ideas and then describe which materials to use to express them. • Create closed shapes with continuous lines, and begin to use these shapes to represent objects.
Reception	Physical Development	• Progress towards a more fluent style of moving, with developing their control and grace. • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Use their core muscle strength to achieve good posture when sitting at a table or sitting on the floor.
	Expressive Arts and Design	• Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining their ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills.

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ELG	Physical development	Fine Motor skills	Use a range of small tools, including scissors, paintbrushes and cutlery.
	Expressive Arts and Design	Creating with Materials	• 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.