Nursery- Design and Technology

	EAD- Exploring and using media and materials	EAD- Being Imaginative	Understanding the World- Technology	Physical Development
22-36 months	EAD 1. Experiments with blocks, colours and marks.	BI 1. Beginning to use representation to communicate, e.g. drawing a line and saying 'That's me.'	UW1. Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car.	PD1. Develops own likes and dislikes in food and drink. PD2. Willing to try new food textures and tastes.
30-50 months	 EAD 2. Uses various construction materials. EAD 3. Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces. EAD 4. Joins construction pieces together to build and balance. EAD 5. Beginning to be interested in and describe the texture of things. EAD 6. Realises tools can be used for a purpose. 	Bi 2. Captures experiences and responses with a range of media	*UW2. Knows how to operate simple equipment, e.g. turn on a CD player and uses a remote control. *UW3. Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. *UW4. Shows skills in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.	*PD3. Uses one handed tools and equipment, e.g. make snips in paper with child scissors. *PD4.Understands that equipment and tools have to be used safely.
40-60 months	 EAD 8. Constructs with a purpose in mind, using a variety of resources. EAD 9. Selects tools and techniques needed to shape, assemble and join materials they are using. EAD 10. Manipulates materials to achieve a planned effect. EAD 11. Uses simple tools and techniques competently and appropriately. EAD 12. Selects appropriate resources and adapts work where necessary EAD 13. Understands that different media can be combined to create new effects. 			*PD5. They handle tools, objects and construction and malleable materials safely and with increasing control. *PD6. Uses simple tools to effect changes to materials. *PD7. Eats a healthy range of food stuffs and understand the need for a varied diet. *PD8. Shows an understanding of the need for safety when tackling new challenges and can consider and manage some risks. *PD9. Shows an understanding of how to transport and store equipment safely. *PD10. They practice some appropriate safety measures without direct supervision.
Early Learning Goal	EAD 14. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Bl 3. They represent their own ideas, thoughts and feelings through design and technology.	*UW5. Recognises that a range of technology is used in places such as homes and schools. *UW6.Selects and use technology for particular purposes.	*PD11. Knows the importance for good health of physical exercise and a healthy diet and talk about ways to keep healthy and safe.

Nursery Topic Coverage

Nursery Topic Coverage									
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
EAD1	PD3	UW3	UW3	UW4	UW4				
BL1	EAD4	EAD2	PD3	EAD5	PD4				
UW1	EAD5	EAD5	EAD3	BI2	B12				
PD1	EAD6	EAD6							
PD2	EAD3	BI2							
		<u>Vocab</u>	ulary						
Designing and evaluating	ng: Resources, materials,	Cooking and Nutrition: Try, experience, describe,		Making: Construction, resources, media, materials,					
tools, scissors, boxes, tube	es, tape, glue, Lego bricks,	explore, respond, food, names of food.		tools, scissors, boxes, tubes, tape, glue, Lego bricks,					
Duplo blocks, tubs, string	g, cartons, elastic bands,			Duplo blocks, tubs, string, cartons, elastic bands,					
decorative materials, pa	int, pompoms, feathers,			decorative materials, paint, pompoms, feathers,					
sequins, support, copy role-	-play ideas, discuss, share.			sequins, stack, up, across, next to, space, create, join,					
				build, upright, share, discuss.					
		<u>l will le</u>	arn						
That there are different mate	erials that I can use to build	That there are different materials that I can use to build		That there are different materials that I can use to					
with. • The names of the di	ifferent materials that I can	with. • The names of the different materials that I can		build with. • The names of the different materials that I					
build with. • That I car	n create something to	build with. • That I can create something to		can build with. ● That I can create something to					
support/enhance my experie	ence in the e.g. a puppet or	support/enhance my experience in the e.g. a puppet or		support/enhance my experience in the e.g. a puppet or					
model for the role-play area.	How to create something	model for the roleplay area. • How to create something		model for the role-play area. • How to create something					
to support/enhance my expe	erience in the e.g. a puppet	to support/enhance my experience in the e.g. a puppet		to support/enhance my experience in the e.g. a puppet					
or model for the role-play	area with guidance and	or model for the roleplay area with support. • That I can		or model for the role-play area with support. • That I					
support. • That there are di	ifferent materials that I can	create objects/models using my own		can create objects/models using my own					
use to build with. • The nam		experiences/responses. • That I can create using a		experiences/responses. • That I can create using a					
that I can build with. • Tha	t there are lots of different	given range of media. • The names of the media being		given range of media. • The names of the media being					
foods. • The names of simp		used. • How to create using my		used. • How to create using my					
can create/show my own ex		experiences/responses. • How to use the media given.		experiences/responses. • How to use the media given.					
food. • How to share an	·	That there are different ways that I can build – using		That there are different ways that I can build – using					
supp		,		,					
Supp	561t.	the vocabulary of stack, up, across and next to. • How		the vocabulary of stack, up, across and next to. • How					
		to use materials to build/create spaces. • That there		to use materials to build/create spaces. • How to join					
		are lots of different foods. • The names of simple foods		materials together. • That by joining the materials					
		that I eat. • That I need to try new things. • How to		together I am making the model balance/more secure.					
		describe the texture of what I am eating e.g. crunchy,		That there are lots of different foods. The names of					
		soft, smooth, crispy etc. • How to say whether I like or		simple foods that I eat. • That I need to try new things.					
		dislike something. • How to share and discuss my work							
		with support.							