

## Early Years- Design and Technology

	<b>Expressive Arts and Design Creating with Materials</b>
<b>Pre-Nursery</b>	<p>Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.</p> <p>Make simple models which express their ideas.</p> <p>Use their imagination as they consider what they can do with different materials.</p>
<b>Nursery</b>	<p>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</p> <p>Join different materials and explore different textures.</p>
<b>Reception</b>	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>

### Vocabulary

<p><b>Designing and Evaluating:</b> Purpose, use, resources, media, materials, tools, scissors, boxes, tubes, tape, glue, Lego bricks, Duplo blocks, tubs, string, cartons, elastic bands, decorative materials, paint, pompoms, feathers, sequins, show, own ideas, thoughts, feelings, share, guided evaluation.</p>	<p><b>Making:</b> Construct, construction, materials, range of resources, media, put together (combine) for new effect, plan, select, use, effective, tools, scissors, glue, tape, card board, tubes, boxes, , manipulate, squash, squeeze, scrunch, stretch, bend, snap, twist, roll, pull, flatten, shape, make, join, assemble, safely, explore, colour, red, blue, yellow, green, orange, pink, purple, black, white, brown design, feel, use (function), build, share, discuss.</p>	<p><b>Cooking and Nutrition:</b> Try, interest, experience, explore describe, respond, feel, food, names of food, show ideas, thoughts, feelings, begin to prepare, clean, knife, chopping board, cut, chop, mix, stir.</p>
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### I will learn...

\*That there are a range of materials that I can use to create. • The names of the materials that I can use to create. • How to select appropriate resources for the product that I am creating with support and guidance. • How to change work where necessary. • That there are different techniques that I can use when working with materials. e.g. cutting, tearing. • That there are different tools that I can use to shape materials. • How to shape the materials that I am using. • How to join materials together. • That by shaping and joining the materials together I am making the model balance/more secure. • That materials and the way that they look can be changed. • How to plan what I would like a material to look like. • How to manipulate materials e.g. squash, squeeze, scrunch, stretch, bend, snap, twist, roll, pull, flatten. • That there are different materials that I can use to build with. • That there are different tools that I can use to build with. The names of the different materials that I use. • The names of the different tools I can use. • What I am building and what I want my product/model to do. • The use of my product/model. • How to select tools (from a very limited selection) that are appropriate for the job I need them to do. • How to use the simple tools I select appropriately. • How to hold scissors properly with some support. • That there are different techniques that I can use when working with materials. e.g. cutting, tearing. • That there are different tools that I can

That I need to have an idea about the products purpose or use before I create it. • How to apply my understanding of media to use it in original and different ways. • How to apply my understanding of materials to use it in original and different ways. • That my ideas, thoughts, and feelings are important. • That my ideas, thoughts, and feelings can be displayed through the product that I create. • How to display my ideas, thoughts, and feelings through the product that I create. • That there are a range of materials that I can use to create. • The names of the materials that I can use to create. • How to select appropriate resources for the product that I am creating with support and guidance. • How to change work where necessary. • How to safely use and explore a variety of materials. • How to safely use and explore a variety of tools. How to safely use and explore a variety of techniques. • That there are lots of different colours. • The names of simple colours. • That materials have different textures. • How to describe the different textures that materials have e.g. rough, smooth, bumpy, soft, hard. • How to manipulate materials e.g. squash, squeeze, scrunch, stretch, bend, snap, twist, roll, pull, flatten. • How to experiment with colour, design, texture, form, and function to change/better a product/model. • That I can use different media together to create a new effect. • How to use different medias together to create a new effect. • That materials and the way that they

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