EYFS – Design Technology

Reception						
Term	**Autumn 1**	**Autumn 2**	**Spring 1**	**Spring 2**	**Summer 1**	**Summer 2**
Theme	**Let's Explore**	**Sparkle and Shine**	**Helpful Heroes**	**Sensational Spring**	**Long Long Ago**	**Big Wide World**
	Specific Area of Learning					
Physical Development Fine Motor Skills	**Reception** - Progress towards a more fluent style of moving, with developing 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 a good posture when sitting at a table or sitting on the floor. **ELG** - Use a range of small tools, including scissors, paintbrushes and cutlery.					
Expressive Art and Design Creating with Materials	**Reception** - Explore use and refine a variety of artistic effects to express their ideas and feelings. - Return to and build on their previous learning, refining ideas and developing their ability to represent them. - Create collaboratively sharing ideas, resources and skills. **ELG** - 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.					
Skills	**Tool Use and Control:** - Safely use small one-handed tools like child-safe scissors, hole punches, staplers, paintbrushes, and cutlery. **Joining and Shaping:** - Explore how to connect different materials (such as paper, card, and junk-modeling boxes) using glue, tape, or slots. - Manipulate materials like playdough through rolling, pinching, and squeezing. **Designing and Constructing:** - Build imaginative structures with loose parts, blocks, and construction kits while developing ideas about what to make and why. **Cooking and Nutrition:** - Learn basic food hygiene (like handwashing). - Explore where food comes from. - Prepare simple ingredients (such as slicing soft vegetables or fruit tasting). **Evaluating and Communicating:** - Share finished creations and explain the process or choices behind their designs.					
Key Vocabulary	Plan, design, make, build, evaluate, change, test, improve, scissors, hole punch, split pin, cutlery, glue, tape, brush, spatula, material, paper, wood, plastic, fabric, join, fasten, fold, bend, twist, strong, weak, stable, rough, smooth, soft, hard, bumpy, shiny, stiff, ingredients, chop, slice, cut, mix, stir, pour, healthy, unhealthy.					
Learning Experience	- Build a house out of construction toys	- Diwali lamp	- Moving Superhero (split pin)	- Bird box - Binoculars	- Junk model dinosaur	- Paper mache world



Sarah Bennett 2026

Sarah Bennett 2026