



Summerville Primary School

EYFS DT Curriculum

Unlike other year groups, who follow the National Curriculum, children in Early Years settings follow the Early Years framework. At Summerville we also follow the EYFS Development Matters document, which although is non-statutory, provides excellent guidance on designing and delivering an effective early years' curriculum.

The EYFS Development Matters objectives which have direct links to the KS1/KS2 National Curriculum for DT are:

Personal, Social & 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.
- 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.

Understanding the World

Explore how things work.

Expressive Arts and Design

- Make imaginative and complex 'small worlds' with blocks and construction kits, such as a 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 decide which materials to use to express them.
- Create closed shapes with continuous lines, and begin to use these shapes to represent objects.
- 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.

ELGs (used for assessment)

ELG	Physical Development	Fine Motor Skills	<ul style="list-style-type: none">• Use a range of small tools, including scissors, paintbrushes and cutlery.
	Expressive Arts and Design	Creating with Materials	<ul style="list-style-type: none">• 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.

In order to create a smooth transition between our Early Years and Key Stage 1, we have linked the Framework and National Curriculum subjects so that it is clear to see how we build upon the firm foundations built in our EYFS unit. In the table below, examples are given of EYFS activities under the Development Matters objectives and how they link to the KS1/KS2 National Curriculum Science objectives.

	Across the academic year	Autumn Term	Spring Term	Summer Term
DT		<u>Autumn A Marvelous Me</u>	<u>Spring A Brrr It's Cold out there</u>	
Personal, Social & Emotional Development	<u>Outdoor Environment</u> Access to one –handed tools and equipment for writing and drawing e.g. pencils, pens, sticks, chalk	Nursery Food likes and dislikes Food healthy and unhealthy Making fruit salad Making porridge with different toppings (Goldilocks and the 3 Bears)	Nursery Junk modelling – using a variety of materials to create small world environments (cold climates)	Reception Shadow puppets
Physical Development	Construction equipment eg. Large scale wooden blocks, crates, construction kits (mobilo, cogs and gears, duplo)	Making flapjacks Baking bread (harvest)	Making pancakes with different toppings Mr Wolf's Pancakes Healthy eating	
Understanding the World	Water, paint pots, brushes Access to weather boxes; rainy weather box Knowledge and exploration of materials e.g. water, sand.	Reception Constructing houses from different materials Junk Modelling (3 Little Pigs) Baking bread Exploring floating and sinking	Changing state- making fruit lollies / yoghurt lollies Chinese New Year- making stir-fried noodles with different vegetables. Lost and Found Exploring materials and containers. What floats? What sinks? Describing materials	
Expressive Arts and Design	Investigating mechanisms; water pump, guttering, Texture kitchen eg. Sand, mud, stones, Focus on natural environment e.g shells, stone, bark Crates and boxes for building	<u>Autumn B Light and Dark</u> Nursery Making simple books with flaps and shapes Zigzag books, Different books Making rockets Junk modelling (Whatever next? Jill Murphy) Shared thinking to develop space role-play area Making pumpkin soup	Reception Constructing igloos in small world and water area <u>Spring B Heroes</u> Nursery Reception	
	<u>Indoor environment</u> <u>Cooking</u> Mixing, stirring, weighing,	Reception Making a house for a mouse John Burningham. Junk modelling.		

chopping, peeling, measuring,
kneading, heating, freezing,
cooling

Healthy choices, daily fruit and
snack times

Exploring how things work eg.
Magnets, torches, clockwork
mechanisms, crane (gears and
cog)

Exploring interactive
storybooks. Making interactive
storybooks with sliders, dials
and pop-ups.

Model making with junk

Joining and fixing with glue,
tape, paper fasteners, nails and
hammers

Strengthening structures with
card and wood

Construction
Loose parts
natural materials to enable
open-ended construction

Mobilo
Lego Toolo
Lego
Lego Duplo
Medium sized wooden blocks /
3D shapes
Small wooden blocks / 3D
shapes