Design Technology Year EYFS Autumn Term Junk modelling

Key Vocabulary

tools: instruments used to perform a task.

scissors: used for cutting materials such as paper or cloth.

snip: to cut with scissors.

cut; to make an opening with a tool.

hold: grasp, carry or support with arms or hands.

playdough: a soft material, used to make models or shapes

with.

build: to construct by putting parts or materials together.

balance: an even distribution of weight

push: to exert force to move something away or towards some-

thing.

assemble; to gather objects together.

join: to connect 2 or more objects together...

design: a decorative pattern.

texture: the feel, appearance or consistency of a substance

purpose: the reason for which something is done or created.

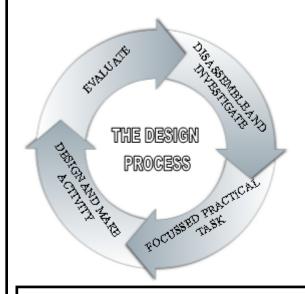
Key skills:

- Use various construction materials including tools and techniques competently and appropriately.
- Select appropriate resources, tools and techniques needed to shape, assemble and join materials.
- 3. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- 4. Construct with a purpose in mind, using a variety of resources.
- 5. Manipulate materials to achieve a planned effect.
- 6. Put materials away in the correct place.

Sources of support:

Not a box video

https://www.youtube.com/watch?v=Nif94VQ4Xsc



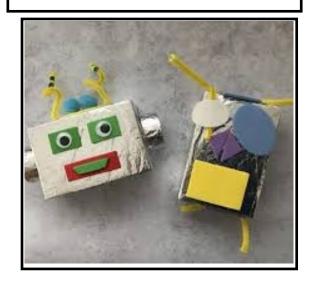
Key activities that MUST take place

Stage 1: Disassemble and investigate; Look at different types of junk modelling. Explore how boxes and bottles can become something else.

Stage 2: FPT: Learn about the materials: what are they used for? How do you build using the materials? Which ones are best for different types of building? Where do they belong?

Stage 3: DMA: Design a model, exploring the different materials to be used and how best to join them.

Stage 4: Create the model following the design.



Design Technology EYFS—Spring Term Fruit salad

Key Vocabulary

Balanced meal: a meal that provides the right amount and type of nutrients.

Ingredients: the food which is mixed together to form a recipe.

Fruit: food which has been grown on a tree or plant.

Skewer: a long piece of wood or metal to hold food together.

Push; exert force to move something away or towards something.

Slide: to move smoothly along a surface.

Hold: grasp, carry or support with the arms

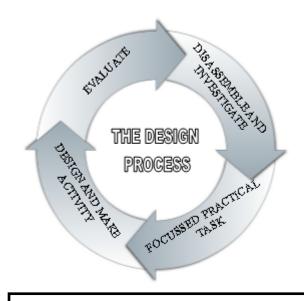
Taste: to experience the flavour of something.

Key skills:

- 1. Talk about what they like & dislike in terms of taste and texture.
- 2. Understand the need for a variety in food and the importance of good health and a healthy diet.
- 3. Show some good practices with regards to eating.
- 4. Make healthy choices in relation to healthy eating
- 5. Make a fruit salad. (help to choose and mix the fruit, if children have good fine motor skills they can help to cut)

Sources of support:

- Healthy eating guide in the DT subject folder
- Healthy sandwich guide in the DT subject folder



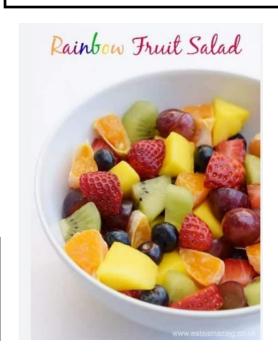
Key activities that MUST take place

Stage 1: Disassemble and investigate; Look at a fruit salad. Investigate how it has been made and what ingredients have been used.

Stage 2: FPT: Talk about the ingredients used to make a fruit salad and how to make healthy choices.

Stage 3: DMA: Discuss options for fruit salad. Make it and eat it.

Stage 4: Evaluate.



Design Technology Year EYFS Summer Term Collaborative learning. Build a house.

Key Vocabulary

tools: instruments used to perform a task.

scissors: used for cutting materials such as paper or

cloth.

shape: to give a particular shape or form to something

assemble; to gather objects together.

join: to connect 2 or more objects together...

design: a decorative pattern.

texture: the feel, appearance or consistency of a sub-

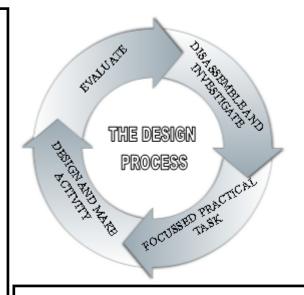
stance

purpose: the reason for which something is done or

created.

Key skills:

- Use various construction materials including tools and techniques competently and appropriately.
- 2. Select appropriate resources, tools and techniques needed to shape, assemble and join materials.
- 3. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- 4. Construct with a purpose in mind, using a variety of resources.
- 5. Manipulate materials to achieve a planned effect.
- 6. Put materials away in the correct place.



Key activities that MUST take place

Stage 1: Disassemble and investigate; Look at different types of materials and junk model houses and how they are joined together.

Stage 2: FPT: Learn about the materials: what are they used for? How do you build using the materials? How can you join them together? Where do they belong?

Stage 3: DMA: Design a house for the three little pigs. It needs to be strong to protect them. What materials can be used? What design? Will there be doors, windows, a chimney?

Stage 4: Children to work collaboratively in small groups to build a house. Choose materials to build the house from a design.

