



## Design & Technology — Early Years and Foundation Stage

EYFS Curriculum Links to Subject Areas for Learning Journeys			
Subject Area	30-50months	40-60months	ELG
Design Technolo-	Physical Development	Physical Development	(ELG 04 ) Physical Develop- ment
gy	Moving and handling	Moving and handling	
	To use one-handed tools and equipment, e.g. makes snips in paper with child scissors.	To use simple tools to effect changes to materials.To handle tools, objects, construction and malleable materials safely and with increasing control.	Moving and handling  To handle equipment and tools effectively, including pencils
	Health and Self-Care	Health and Self-Care	for writing.
	To understand that equipment and tools have to be used safely.	To show understanding of the need for safety when tackling	(ELG 16) Expressive Arts and Design
<u>T</u> .	Understanding the World	new challenges and consider and manage some risks.	Exploring and Using Media
	Technology  To show an interest in technologi-	To show understanding of how to transport and store equipment safely.	and Materials
	cal toys with knobs or pul- leys,or real objects.	To practise some appropriate safety measures without direct supervision.	To safely use and explore a variety of materials, tools and
	To show skill in making toys work by pressing parts or lifting flaps to achieve effects, such as sound, movements or new images.	Evarossive Arts and Design	techniques, experimenting with colour, design, texture, form and function.
		Expressive Arts and Design	
		Exploring and Using Media and Materials	(ELG 17 )Being Imaginative
		To explore what happens when they mix colours.	To use what they have learnt about media and materials
	Expressive Arts and Design	To experiment to create different textures.	in original ways, thinking
	Exploring and Using Media and Materials	To understand that different media can be combined to create new effects.	about uses and purposes. They
	To enjoy joining in with dancing and ring games.	To manipulate materials to achieve a planned effect.	represent their own ideas, thoughts and feelings through
		To construct with a purpose in mind, using a variety of resources.	design and technology, art, music, dance, role play and
	To begin to move rhythmically.	To use simple tools and techniques competently and	stories.
	To imitate movement in response to music.	appropriately.	
	To tap out simple repeated rhythms.	To select appropriate resources and adapt work where necessary.	
	Roing Imaginative	To select tools and techniques needed to shape, assemble and	
	Being Imaginative	join materials they are using.	
	To develop preferences for forms of expression.	Being Imaginative	
	To use movement to express feel- ings.	To create simple representations of events, people and objects.	
	To create movement in response to music.	To choose particular colours to use for a purpose and the environment.	
	To capture experiences and responses with a range of media, such as music, dance and paint and other materials or words.		