

Design Technology in the Early Years



Key Knowledge

- To be able to plan to design and make something for a reason based on their own ideas.
- To know how creations can be changed and adapted to improve.
- To construct with a purpose in mind using a variety of resources, tools and techniques.
- To be able to make recognisable representations of objects selecting own resources and materials e.g. local area buildings, sculptures, vehicles, church, temple, Great Wall of China, National and local landmarks.

Key Experiences

- Using tools and equipment safely to effect changes to materials.
- Looking at structures and sculptures in the environment and local area as well as famous landmarks.
- Assembling and joining a range of materials.
- Planning and designing and making structures.
- Adapting and changing work and evaluating own and that of others.
- Cooking, textiles, structures, construction kits, woodwork, junk modelling.

Vocabulary

Apron, cut, scissors, chop, equipment, mix, bead, button, fabric, felt, feather, straw, Sellotape, glue stick, pouring glue, masking tape, dough, plasticine, ruler, build, make, Lego, Duplo, Mobilo, blocks, cube, cuboid, cone, pyramid, join, combine, improve, take apart, enclosure, modify, hammer, saw, glue gun.

Preparation for Year 1

- Talk about why things happen and how things work.
- Begin to design own ideas on paper before constructing.
- Experiment with drawing simple plans and representations.
- Use a range of simple tools and techniques to build my own structures.
- Modify and change things I have made and adapt my work to make it better.