



**EYFS — Design and Technology**  
Progression Maps

# ELG

## ELG

### ELG Creating with materials

- 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.
- Make use of props and materials when role playing characters in narratives and stories.

### EYFS – Physical development ELG Fine motor

- Use a range of small tools, including scissors, paintbrushes and cutlery

# Design and Technology LEARNING MAP



## Vocabulary

### Pre-school

Colour, make, build, cut, stick, fold, join. scissors, hole punch, material

### Reception

fold, label, colour, hole punch, bend, scrunch, fringe, link, curl, stick, rip, join, plan, build, design, make, product, ,cut , assemble, resources, tools, Instructions, process, evaluation

## Nursery—Pre-school

### Learning experiences

Junk modelling structures . Large and small construction indoors and outdoors. Sand and water play using a range of tools and materials . design opportunities tools – scissors, tape, different materials.

### Outcomes

Explore different materials freely, 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. Join different materials and explore different textures.

## Progression Map

## RECEPTION

### Learning experiences

Have daily opportunities to make their own creations using a wide range of different materials, fixings and tools which are freely available in continuous provision. Are taught how to use tools such as scissors, hole punch, string, Sellotape, cutters etc. Are encouraged to talk about what they would like to make, how they will do it and what they think about it when it is finished. Are encouraged to evaluate what they have made and make changes as appropriate

### Outcomes

Reception children can safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. They can share their creations, explaining the process they have used. Children make use of props and materials when role playing characters in narratives and stories.

## Nursery —2 year olds

### Learning experiences

Junk modelling structures  
wooden blocks  
design opportunities tools – scissors, tape, different materials.

### Outcomes

Experiments with a range of media – tools, materials, sound and whole body movement -- through multi-sensory exploration



Junk Modelling



Using a range of materials to design, construct and make

Large and small construction

## What does Design and Technology look like in Early Years?



Learning to use a range of tools effectively and safely e.g. scissors, tape, glue hole punch and string



Begin to discuss designs and ideas

Begin to plan by thinking about what they can do next and how they could improve it next time



Examples:  
Design and build a table for Kippers Birthday party.  
Design and make a healthy lunch.

