



# Early Years Progression

## for Design Technology Skills and Knowledge

The teaching of DT skills and knowledge begins in Early Years at Longhoughton CE Primary School as part of the Expressive Art and Design and Physical Development curriculum. Alongside this progression grid, effective communication and language skills are an essential part of this development for our youngest learners.

Nursery	Reception
<b>Designing</b>	
With support, verbally decide what they are going to make based on their own fascinations, interests or topic led themes	Create/design collaboratively or independently to generate ideas for their creations
Develop own ideas and decide which materials to use to express them	
Explore different materials freely (by looking, touching), in order to work out how to use them and to decide what to make	
Choose the right resources to carry out their plan	
<b>Making</b>	
Continue to develop fine motor skills to use tools competently, safely and confidently. For example, making snips with scissors, using a spanner to tighten/loosen a bolt.	Use a range of tools competently, safely and confidently (scissors, tape, glue etc)
Make large muscle movements to paint and make marks.	Use core muscle strength to achieve good posture when sitting at a table making their creations
Use a range of joining resources and begin to know which will be best for the job.	Work collaboratively to 'bring ideas to life'
Make imaginative and complex small worlds with blocks and construction kits	Make a range of models which demonstrate purpose and detail
Make models which begin to demonstrate purpose or detail	
<b>Evaluating</b>	
Share their creation explaining the process they have used	Share their creation explaining the process they have used (with focus on vocabulary for their specific product/topic)
Children can say something they would like to add or change about their product	Return to previous learning, refining ideas and ability to represent them