DT in EYFS

Overview

Design and Technology

-In Design and Technology, we look at the ways that things work and the jobs that they do.

-We learn to research, design and make products.
-Learning about Food and Nutrition is also a part of D.T.

In EYFS, early Design and Technology content is found in the following areas of learning:
-Expressive Arts and Design
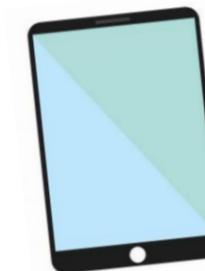-Understanding the World
-Physical Development

Expressive Arts and Design

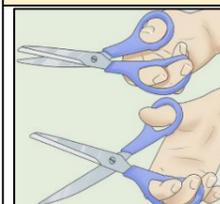|		
	Mixing Colours Sub-Area: Creating with materials	Colours can be mixed together to make other colours. -The three primary colours are blue, red and yellow. Blue + Yellow = Green Yellow + Red = Orange Red + Blue = Purple Black + White = Grey White + Red = Pink Red + Green = Brown -Adding more or less of colours makes different shades.
	Textures Sub-Area: Creating with materials	Texture is how something feels to touch. We can use adjectives to describe different textures: Bumpy - Lego Rough - Sandpaper Hard - Wall Fuzzy -Teddy Bear Smooth - Plastic Soft - Pillow Lumpy - Bean Bag Prickly – Thorns Shiny – Car Different textures are useful for different products.
	Using Your Imagination! Sub-Area: Being Imaginative and Expressive	Using your imagination is about having new ideas! -How can we fix problems in our world? -What things look/sound/feel good together? -What makes things fun and interesting? Think about what it is for (purpose) and who will use it.

Understanding the World

Technology is a significant part of children's lives.
-In order to make toys and real-world objects work, there are often different parts that you need to push, pull, twist or turn.

Technological Toys
-Technological toys are toys that use modern science in order to work, e.g. smart phones, cameras, tablets and computers. These toys can work in different ways, e.g. by typing letters on keys on computer, or pressing a button to make a camera take a picture.

Knobs, Handles and Pulleys
Knobs: A sticky out part of a product, that is normally round. Examples include door-knobs, drawer-knobs or volume dials on radios.
Handles: A part of a product made for a hand to hold. Examples include scissors, door handles, and the part that you hold on an Xbox controller!
Pulleys: A part of a product that has a rope or chain that runs around a wheel, helping us to lift or move things, e.g. a flagpoles or elevators.

Key Vocabulary

Product

Technology

Colour

Texture

Scissors

Tools

Imagination

Knob

Pulley

Physical Development

	Using Scissors Sub-Area: Fine motor skills	Scissors are a type of cutting tool. -They can by used to cut things like card and paper. -To hold scissors, put your thumb in the front hole. -Put your index and middle fingers in the back hole. -Other fingers support on the outside. -When you bring your fingers apart, the scissors open. When fingers are brought together, the scissors close, -Learn the Health and Safety rules for scissors below.
	Using Simple Tools Sub-Area: Fine motor skills	Tools are objects that help us to change things. They do many different jobs. Some examples of tools are: Arts and crafts: pencil, felt tips, paint brush, eraser Cooking: wooden spoon, spatula, peeler, rolling pin Gardening: shovel, rake, watering can, trowel

Health and Safety

-Always walk slowly when carrying scissors around.

-Hold the blade down when walking with scissors.

-Pass scissors handle first to others.

-Sit down when cutting using scissors.

-Keep working areas tidy and put things away where they belong.

-Wear an apron and safety goggles where needed.

-Always walk around the workspace, never run.

-Make sure that you wash your hands, and tie back long hair.

Let the teacher know when something has been spilled.