

Design and Technology Progression of Skills in Early Years

The curriculum within Early Years Foundation Stage is structured across 7 key areas of learning, as can be found in the EYFS Statutory Framework (2020). Underpinning each of these areas are the Effective Characteristics of Learning. Additionally, the document Development Matters (2020) outlines non-statutory curriculum guidance for the Early Years foundation stage- providing examples and clarification to support teaching and learning.

This document identifies statements within these documents that relate to the programme of study for Design and Technology.

Three and Four Year olds	Physical Development	<ul style="list-style-type: none"> ▪ Use large-muscle movements to...paint and make marks. ▪ Choose the right resources to carry out their own plan. ▪ Use one-handed tools and equipment, for example, making snips in paper with scissors.
	Expressive Art and Design	<ul style="list-style-type: none"> ▪ Explore different materials freely, in order 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. ▪ Create closed shapes with continuous lines, and begin to use these shapes to represent objects. ▪ Draw with increasing complexity and detail, such as representing a face with a circle and including details. ▪ Use drawing to represent ideas like movement or loud noises. ▪ Make imaginative and complex 'small world' with blocks and construction kits, such as a city with different buildings and a park.
	Personal, Social and Emotional Development	<ul style="list-style-type: none"> ▪ Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.
	Understanding the World	<ul style="list-style-type: none"> ▪ Explore how things work.
Reception	Physical Development	<ul style="list-style-type: none"> ▪ Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors... ▪ Develop overall body-strength...coordination. ▪ Progress towards a more fluent style of moving, with developing control...
	Expressive Art and Design	<ul style="list-style-type: none"> ▪ Explore, use and refine a variety of artistic effects to express their ideas and feelings. ▪ Return to and build on previous learning, refining ideas and developing their ability to represent them. ▪ Create collaboratively, sharing ideas, resources and skills.

ELG	Physical Development	Fine Motor Skills <ul style="list-style-type: none"> ▪ Hold a pencil effectively in preparation...using the tripod grip in almost all cases. ▪ Use a range of small tools, including scissors, paintbrushes... ▪ Begin to show care and accuracy when drawing.
	Expressive Art and Design	Creating with Materials <ul style="list-style-type: none"> ▪ 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.

Alongside these objectives are the Characteristics of Effective Teaching and Learning:

- Playing and exploring- children investigate and experience things, and ‘have a go’
- Active learning- children concentrate and keep on trying if they encounter difficulties, and enjoy achievements
- Creating and thinking critically- children have and develop their own ideas, make links between ideas, and develop strategies for doing things