



Highfield Primary School

Foundation Stage Areas of Development that support and link to the teaching of Design and Technology

	Understanding the world		Expressive Art and Design		Physical Development	Literacy	Mathematics
	Technology	The World	Exploring Media and Materials	Being Imaginative	Moving and Handling	Writing	Shape, Space and Measure
22-36 Months	Operates mechanical toys, e.g. turns the knob on a windup toy or pulls back on a friction car.	Notices detailed features of objects in their environment.	Experiments with blocks, colours and marks.	Beginning to use representation to communicate e.g. drawing a line and saying 'That's me'.	Shows control in holding and using jugs to pour, hammers, books and mark making tools. Initiates drawing simple shapes such as circles and lines.	Distinguishes between the different marks they make.	Notices simple shapes and patterns in pictures.
30 – 50 Months	Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.	Talks about why things happen and how things work.	Understands that they can use lines to enclose a space and then begin to use these shapes to represent objects. Beginning to describe the texture of things Realises tools can be used for a purpose.	Developing preferences for forms of expression. Captures experiences and responses with a range of media such as music, dance and paint and other materials or words.	Draws lines and circles using gross motor movements. Uses one-handed tools and equipment e.g. makes snips in paper with child scissors	Sometimes gives meaning to marks as they draw and paint.	Shows interest in shape and space by playing with shapes and making arrangements with objects. Beginning to talk about the shapes of everyday objects e.g. Round, and tall.
40-60 Months		Looks closely at similarities, differences, patterns and change.	Uses simple tools and techniques competently and appropriately.	Create simple representations of events, people and objects.	Uses simple tools to effect changes to materials. Handles tools, objects, construction and malleable materials safely and with increasing control. Begins to use anticlockwise movement and retrace vertical lines	Gives meaning to marks they make as they draw, write and paint.	Uses familiar objects and common shapes to create and recreate patterns and build models.

Early Learning Goals	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	Children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environments might vary from one another	Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories	Children show good control and co-ordination in large and small movements. They handle equipment and tools effectively, including pencils for writing.		Children recognise, create and describe patterns.
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