



Progress in Design & Technology: Early Years Foundation Stage & Key Stage 1

At Ashton St Peter's Primary School it is our intent to provide children with a real life context for learning in our rapidly changing technological world and one which helps to prepare them for living in a world in which sustainability and the environment must be given increasing priority.

Our curriculum is structured specifically to inspire and foster creativity in designing and making and is combined with the progressive acquisition of knowledge, skills and understanding in order to design for a defined purpose and tangible outcome.

Through our high quality Programme of Studies pupils study past and present technologies which helps them to develop a critical understanding of the impact of innovations on daily life. Where possible they are given opportunities to: meet industry workers, execute product research, disassemble and build and make prototypes, represent ideas, explore and investigate, innovate and risk-take to help develop ideas, before making and evaluating their products.

A range of tools, resources and materials are used, including ICT, to create effectively constructed and aesthetically pleasing results. We encourage children to work both independently and in teams, to consider differing needs and to be resourceful and enterprising; building resilience in their problem solving, all of which helps to equip children for life beyond our primary school.

Skill	Year R	Year 1	Year 2
Developing, planning and communicating	<ul style="list-style-type: none"> Safely explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 	<ul style="list-style-type: none"> think of some ideas of their own explain what they want to do use pictures and words to create a plan 	<ul style="list-style-type: none"> think of ideas and plan what to do next choose the best tools and materials for a task give a reason why these are best tools and materials for a task describe their design by using pictures, diagrams, models and words
Working with tools, equipment, materials and components to make quality products	<ul style="list-style-type: none"> Use a range of small tools, including scissors, paintbrushes and cutlery. 	<ul style="list-style-type: none"> think of some ideas of their own explain what they want to do choose from a range of materials begin to use tools e.g knives, scissors 	<ul style="list-style-type: none"> join materials and components together in different ways develop a range of tools e.g needles, graters, blender

Evaluating processes and products	<ul style="list-style-type: none"> ● Share their creations, explaining the process they have used. 	<ul style="list-style-type: none"> ● describe how something works ● talk about their own work and things that other people have done 	<ul style="list-style-type: none"> ● explain what went well with their work ● suggest improvements that could be made if the project was repeated
Food technology	<ul style="list-style-type: none"> ● Begin to show an understanding of hygiene and healthy eating 	<ul style="list-style-type: none"> ● cut food safely ● describe the texture of foods ● wash their hands before handling food and make sure that surfaces are clean ● think of interesting ways of decorating food they have made, such as cakes ● explain where in the world different foods originate from ● understand that all food comes from plants or animals 	<ul style="list-style-type: none"> ● describe the properties of the ingredients used ● explain what it means to be hygienic ● pupils are hygienic in the kitchen ● understand that food has to be farmed, grown elsewhere (eg. at home) or caught ● understand that everyone should eat at least five portions of fruit and vegetables every day and start to explain why