



Design & Technology T2 EYFS

Stickman runs again!

Trips, visits or experiences: Tiny Town EYFS trip and Nativity.



What I need to know:

- Make imaginative and complex 'small worlds' with blocks and construction kits
- Explore different materials freely, in order to develop their ideas about how to use them and what to make.
- Join different materials and explore different textures.
- With support, use a range of tools including scissors, hole punch, stapler, glue spreader, rolling pin, cutter and grater.
- Talk about the differences between materials and changes they notice.
- Develop own ideas and then decide which materials to use to express them.
- Explore how things work.
- Notice materials in the environment
- Discuss reasons that make activities safe or unsafe
- Use the language of designing and making e.g. words such as 'join', 'build' and 'shape' as well as evaluative and comparative language 'longer' and 'shorter'

A design and technologist can:

- Build a range of habitats such as polar, tropical forest, grassland, desert, aquatic and British woodland.
- Notice and Explore different materials and textures from natural to art and make decisions about how I can use and manipulate them to achieve my goal.
- Begin to use a range of tools such as scissors, hole punch, glue spreader, needle and thread to make clothes for my Stickman.
- Begin to join materials using glue, thread and split pins.
- Plan and design clothes for my Stickman according to my chosen habitat and weather.
- Talk about why I need to be careful using tools such as scissors.
- Use the key vocabulary to describe, compare and evaluate my make.
- Use my ideas to improve my make with modifications..

Glossary of Key Vocabulary

join



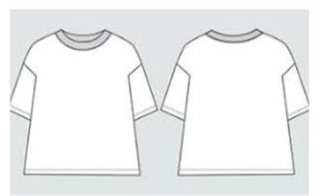
build



fabric



template



stencil



safe



sew



thread

