



The Federation of St Mary's Catholic Schools

"I can do all things through Christ who strengthens me" Philippians 4:13



Design & Technology Curriculum Document

INTENT	<p>In Early years, the Characteristics of Effective Learning and the prime and specific Areas of Learning and Development are all interconnected.</p> <p>The Unique Child reaches out to relate to people and things through the Characteristics of Effective Learning, which move through all areas of learning i.e. playing and exploring, active learning and creating and thinking critically.</p> <p>Prime areas are fundamental, work together, and move through to support development in all other areas i.e. Communication and Language.</p> <p>Specific areas include essential skills and knowledge for children to participate successfully in society i.e. Understanding the World and Expressive Arts & Design.</p>	
	Design, Make and Evaluate	
	Nursery (3-4 years)	Reception
	<ul style="list-style-type: none"> • Use their imagination as they consider what they can do with different materials. • Make simple models which express their ideas. • Manipulate and play with different materials. • Develop their own ideas and then decide which materials to use to express them. • 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. • Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create collaboratively, sharing ideas, resources and skills. 	<ul style="list-style-type: none"> • Create collaboratively sharing ideas, resources and skills. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • 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. • Make use of props and materials when role playing characters in narratives and stories.