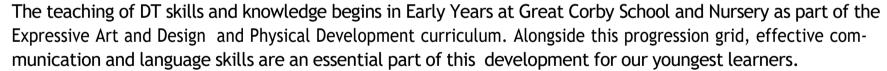
Early Years Progression

for Design Technology Skills and Knowledge



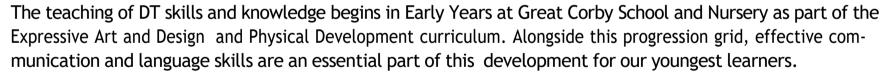


Optimum Learning Point	Becoming a Designer
Nursery	With support, verbally decide what they are going to make based on their own fascinations, interests or topic led themes
Nursery	Develop own ideas and decide which materials to use to express them
Nursery	Explore different materials freely (by looking, touching), in order to work out how to use them and to decide what to make
Nursery	Choose the right resources to carry out their plan
Reception	Create/design collaboratively or independently to generate ideas for their creations

Optimum Learning Point	Becoming a Maker
Nursery	Continue to develop fine motor skills to use tools competently, safely and confidently. For example, making snips with scissors, using a spanner to tighten/loosen a bolt.
Nursery	Make large muscle movements to paint and make marks.

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Reception	Make a range of models which demonstrate purpose and detail
Reception	Work collaboratively to 'bring ideas to life'
Reception	Use core muscle strength to achieve good posture when sitting at a table making their creations
Reception	Use a range of tools competently, safely and confidently (scissors, tape, glue etc)
Nursery	Make models which begin to demonstrate purpose or detail
Nursery	Make imaginative and complex small worlds with blocks and construction kits
Nursery	Use a range of joining resources and begin to know which will be best for the job.

Optimum Learning Point	Becoming Evaluative
Nursery	Share their creation explaining the process they have used
Nursery	Children can say something they would like to add or change about their product
Reception	Share their creation explaining the process they have used (with focus on vocabulary for their specific product/topic)
Reception	Return to previous learning, refining ideas and ability to represent them