

**Subject: DT: We develop our DT skills & ideas, thoughts and feeling in reception through...**

**Personal, Social and Emotional Development**

- Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them.

**Understanding of the World**

- Explore how things work

**Physical Development**

- Use large-muscle movements to wave flags and streamers, paint and make marks.
- Choose the right resources to carry out their own plan.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.
- Progress towards a more fluent style of moving, with developing control and grace.
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Use their core muscle strength to achieve a good posture.

**Expressive Arts and Design**

- Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.
- Explore different materials freely, in order to develop their ideas about how to use them and what to make.
- Develop their own ideas and then decide which materials to use.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them
- Create collaboratively, sharing ideas, resources and skills.

**ELG: PD: Fine Motor Skills**

- Use a range of tools including scissors, paintbrushes and Cutlery.

**ELG: EAD: Creating with materials:**

- 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.

### Examples:

- Construction area in the classroom and the quad to practice those early building skills
- Different textures used other than playdough to create and mould (clay/tools)
- Different textured building/construction materials available (Cardboard, cardboard tubes, plastic tubes)
- Food technology every week which is skill based (please refer to LTP)
- Junk Modelling area in the quad.
- Linked books such as Oliver's Vegetables, The Hungry Caterpillar and recipe books in the home corner.
- Whole School Events such as Enterprise & Farmers Market

