



Early Independent Learning Opportunities - a Foundation for the Key Stage One Programmes of Study

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria
- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- Explore and evaluate a range of existing products
- Evaluate their ideas and products against design criteria

Technical knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable
- Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Cooking and Nutrition

- Use the basic principles of a healthy and varied diet to prepare dishes
- Understand where food

Design & Technology

Key Stage One

- explore malleable materials e.g. clay

- messy play, gloop, sand etc

- dough disco

- creative area from which children can select tools and equipment

- outdoor art using natural resources and different textures

- large scale art projects

- mark making

- Lego, blocks and construction

Fine Motor Skills

Creating with Materials

Early Years Foundation Stage

-channelling water

-cookery

- large scale whiteboards and chalk boards

- colour mixing with different media

- printing with a variety of resources

- 3D model making with junk materials

- Den making and fire building

- Mud kitchen creations