

All Saints C of E Bednall - Vertical Progression - Expressive Arts & Design Creating with materials & Being imaginative & expressive - DT overview



Focus	Designing	Making	Evaluating	Technical skills	Food technology
Nursery	Develop own ideas & decide which materials to use to express them	Use various construction materials, e.g. joining pieces, stacking vertically and horizontally, balancing, making enclosures and creating spaces Use available resources to create props or creates imaginary ones to support play	Notice what other children & adults do, mirroring what is observed, adding variations & then doing it spontaneously	 Develop new skills & techniques Use tools for a purpose 	Talk about the differences between materials & changes they notice Make healthy choices
Reception	Develop own ideas through experimentation with diverse materials to express & communicate their discoveries & understanding Create collaboratively sharing ideas, resources & skills	Use increasing knowledge & understanding of tools & materials to explore their interests & enquiries & develop their thinking Create representations both imaginary & real-life ideas, events, people & objects	Express & communicates working theories, feelings & understandings Responds imaginatively to art works & objects Return to & build on previous learning, refining ideas & developing their ability to represent them Discuss problems & how they might be solved	Use different techniques for joining materials Use tools independently, with care & precision	Look closely at similarities, differences, patterns & change Know & talk about the different factors that support their overall health & well-being
Year 1	Work as part of a class to solve simple design problems Begin to assess the usefulness of a range of materials according to their characteristics.	• •Generate, develop, and communicate their ideas through discussion, drawings and models.	Begin to review ideas based on feedback from others Begin to explore and evaluate existing products. Begin to evaluate ideas and products against design criteria.	 Begin to interpret design criteria so that products are purposeful, functional and appealing Demonstrate the ability to use simple tools and equipment to perform practical tasks. 	Know & talk about the different factors that support their overall health & well-being Know and discuss food groups and how we use them in our food.
Year 2	Design purposeful, functional, appealing products. Generate, develop, model and communicate their ideas through talking, drawing, templates and prototypes.	Select from and use a range of tools and equipment to perform practical tasks. Use a range of joins and connections in models. select from and use a wide range of materials and	Explore and evaluate a range of existing products independently. Independently assess design criteria. Evaluate their ideas and products against design criteria	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.	Make different foods based on the criteria set. Follow instructions to make and bake different things.

components
