

Progression in Design Technology- Developing, planning and communicating ideas		
Foundation	Year 1	Year 2
<p>Nursery</p> <ul style="list-style-type: none"> <li>• Explore different materials freely, to develop their ideas about how to use them and what to make.</li> <li>• Develop their own ideas and then decide which materials to use to express them.</li> <li>• Use one handed tools and equipment for example making snips in paper with scissors.</li> <li>• Use a comfortable grip with good control when holding pens and pencils.</li> <li>• Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</li> <li>• Explore how things work.</li> </ul> <p>Reception</p> <ul style="list-style-type: none"> <li>• Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>• Create collaboratively, sharing ideas, resources and skills.</li> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> </ul>	<ul style="list-style-type: none"> <li>• Begin to draw on their own experience to help generate ideas and research conducted on criteria.</li> <li>• Begin to understand the development of existing products: What they are for, how they work, materials used.</li> <li>• Start to suggest ideas and explain what they are going to do.</li> <li>• Begin to understand how to identify a target group for what they intend to design and make based on a design criteria.</li> <li>• Begin to develop their ideas through talk and drawings. Make templates and mock ups of their ideas in card and paper or using ICT.</li> </ul>	<ul style="list-style-type: none"> <li>• Start to generate ideas by drawing on their own and other people's experiences.</li> <li>• Begin to develop their design ideas through discussion, observation, drawing and modelling.</li> <li>• Identify a purpose for what they intend to design and make.</li> <li>• Understand how to identify a target group for what they intend to design and make based on a design criteria.</li> <li>• Develop their ideas through talk and drawings and label parts. Make templates and mock ups of their ideas in card and paper or using ICT.</li> </ul>