

Design Technology

Knowledge Organiser

EYFS- Cycle A



Design Technology (D.T)

EYFS

Autumn, Spring & Summer

There are a diverse opportunities throughout the year for children across EYFS to engage in. This includes playing and exploring, finding out as well as enjoying and achieving what they set out to do. In doing so, children get the chance to create and think critically and make links.

DT predominantly the following areas of learning with the ELGs: Personal, Social and Emotional Development • Physical Development • Understanding the World • Explore how things work • Expressive Arts and Design

There are lots of different ways you can **join** materials.

You can use a stapler and **staples**.



You can use **glue**.



You can use **tape**.



You can use a hole punch and **treasury tags**.



Let Me Introduce You To...

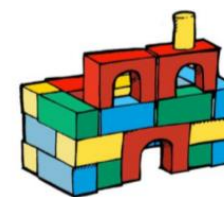
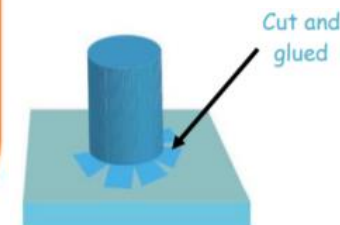
What does an architect do?

An **architect** is someone who designs and draws plans for a building.



What does a builder do?

A builder is someone who will follow the plans and **construct** a building using wood, bricks, concrete and other materials.



There are lots of different **tools** you can use to help you when cooking. Some of them you could use are:



vegetable **peeler**



knife



grater

It is important that you use these **tools safely**, by only using them when an adult is there to help you and show you how to use them **safely** by holding them properly etc. A **recipe** may list them as **tools** you need to help you cook something.

Health and Safety

-Remove any jewellery and tie back long hair.

-Wear an apron and roll up your sleeves.

-Walk safely and calmly around the classroom/workshop.

Keep your work area and floor area clear – keep your belongings well clear.

Follow the teacher's cutting instructions carefully.

Make sure that you are wearing the correct equipment for tasks.

If you need to move around with scissors, hold around the closed blades, facing down.

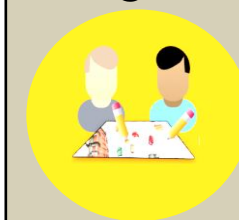
Report all spillages & clean up properly after yourself.

Research



What is it?
What is it used for?
Who is going to use it?

Design



Now it's your turn!
What will you need?
How will you join things?

Make



Get making!
Follow the sequence of instructions.
What tools do you need?
Have lots of fun!

Evaluate



Assess
How well does your creation work?
What will you change next time?
How could it be even better?