



EYFS Design Technology Subject Map



DRIVER WORDS									
EYFS			Year 1				Year 2		
Explore	Create	Make	Design	Generate	Develop	Model	Select	Build	

		Cooking and Nutrition: Soup	Textiles: Bookmarks	Structures: Boats
SKILLS	<i>Design</i>	1. Designing a soup recipe as a class. 2. Designing soup packaging.	14. Discussing what a good design needs. 15. Designing a simple pattern with paper. 16. Designing a bookmark. 17. Choosing from available materials.	24. Designing a junk model boat. 25. Using knowledge from exploration to inform design.
	<i>Make</i>	3. Chopping plasticine safely. 4. Chopping vegetables with support.	18. Developing fine motor/cutting skills with scissors. 19. Exploring fine motor/threading and weaving (under, over technique) with a variety of materials. 20. Using a prepared needle and wool to practise threading.	26. Making a boat that floats and is waterproof, considering material choices
	<i>Evaluate</i>	5. Tasting the soup and giving opinions. 6. Describing some of the following when tasting food: look, feel, smell and taste. 7. Choosing their favourite packaging design and explaining why.	21. Reflecting on a finished product and comparing to their design.	27. Making predictions about, and evaluating different materials to see if they are waterproof. 28. Making predictions about, and evaluating existing boats to see which floats best. 29. Testing their design and reflecting on what could have been done differently. 30. Investigating the how the shapes and structure of a boat affect the way it moves
KNOWLEDGE	<i>Technical</i>	8. To know that soup is ingredients (usually vegetables and liquid) blended together. 9. To know that vegetables are grown. 10. To recognise and name some common vegetables. 11. To know that different vegetables taste different. 12. To know that eating vegetables is good for us. 13. To discuss why different packages might be used for different foods.	22. To know that a design is a way of planning our idea before we start. 23. To know that threading is putting one material through an object.	31. To know that 'waterproof' materials are those which do not absorb water.
	<i>Additional</i>			32. To know that some objects float and others sink. 33. To know the different parts of a boat.

DESIGN TECHNOLOGY VOCABULARY

planning, investigating design, evaluate, make, user, purpose, ideas, product,