



Vertical Progression – Expressive Arts & Design – Creating with materials & Being imaginative & expressive - DT overview					
Playing & Exploring – Engagement		Active Learning - Motivation		Creating & Thinking Critically - Thinking	
<ul style="list-style-type: none">Finding out & exploringPlaying with what they knowBeing willing to 'have a go'		<ul style="list-style-type: none">Being involved & concentratingKeep on tryingEnjoying achieving what they set out to do		<ul style="list-style-type: none">Having their own ideas (creative thinking)Making links (building theories)Working with ideas (critical thinking)	
ELG - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function - Share their creations, explaining the process they have used - Make use of props and materials when role-playing characters in narratives and stories					
Focus	Designing	Making	Evaluating	Technical skills	Food technology
Reception	<ul style="list-style-type: none">Develop own ideas through experimentation with diverse materials to express & communicate their discoveries & understandingCreate collaboratively sharing ideas, resources & skills	<ul style="list-style-type: none">Use increasing knowledge & understanding of tools & materials to explore their interests & enquiries & develop their thinkingCreate representations both imaginary & real-life ideas, events, people & objects	<ul style="list-style-type: none">Express & communicates working theories, feelings & understandingsResponds imaginatively to art works & objectsReturn to & build on previous learning, refining ideas & developing their ability to represent themDiscuss problems & how they might be solved	<ul style="list-style-type: none">Use different techniques for joining materialsUse tools independently, with care & precision	<ul style="list-style-type: none">Look closely at similarities, differences, patterns & changeKnow & talk about the different factors that support their overall health & well-being
Year 1	<ul style="list-style-type: none">Work as part of a class to solve simple design problemsBegin to assess the usefulness of a range of materials according to their characteristics.	<ul style="list-style-type: none">•Generate, develop, and communicate their ideas through discussion, drawings and models.	<ul style="list-style-type: none">•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.	<ul style="list-style-type: none">•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.	<ul style="list-style-type: none">