

Development Matters Objectives which are covered in this unit:

Physical development

- Develop small motor skills so that they can use a range of tools competently, safely and confidently.
- **ELG: Fine Motor Skills:** Use a range of small tools, including scissors, paint brushes and cutlery.

Expressive arts and design

- **ELG: Creating with Materials:** Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Explore, use and refine a variety of artistic effects to express ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.

Characteristics of effective learning

- Playing and exploring.
- Active learning.
- Creating and thinking critically.

Children in Nursery will be able to:

- Investigate different shapes, structures and materials to make their own boat.

Children in Reception will be able to:

- Investigate different shapes, structures and materials to design, test and evaluate their own boats.

Key Skills – Nursery:

- Testing different materials.
- Investigating shape.

Key Skills – Reception:

- Testing and making predictions about different materials.
- Investigating shape and structure.

Key Knowledge – Nursery:

- Some differences between materials.
- Different shapes.
- How to make and test a structure (e.g., a boat, a house).

Key Knowledge – Reception:

- What materials are waterproof, and what waterproof means.
- What materials can float and sink.
- Different shapes and structures and how they affect movement.
- How to design a structure (e.g., a boat, a bridge etc).

Future learning

List year groups and topics with connected learning

Year 1 – Constructing a Windmill
Year 2 – Baby Bear’s Chair
Year 3 – Constructing a Castle
Year 5 - Bridges

Key vocabulary to be explicitly taught

Push; glue stick; pull; plastic; separate; cork; snip; bumpy; squeeze; bendy; smooth; stick; rough; cut; thinner; bend; thicker; join; taller; stick; longer; shorter; bigger

Useful websites/resources

Lesson 1: Exploring junk modelling
Lesson 2: Cutting and scissor skills
Reception DT Lesson Plan | Choosing Resources
Reception DT Lesson Plan | Making Models
Lesson 5: Evaluation and presentation
Reception DT Lesson Plan | Temporary Joins