Walford Nursery & Primary School

FLUENCY in DT

By focusing on these key skills at each developmental stage, pupils can develop a strong foundation in DT, allowing them to design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values as they progress through primary school.

Age 2 years – 5 years (EYFS – Nursery & Reception)	Age 5 years – 7 years (KS1 – Year 1 & Year 2)	Age 7 years – 11 years (KS2 – Year 3, Year 4, Year 5 & Year 6)
Exploration and Discovery • Encourage exploration of different materials and textures. • Develop awareness of shapes, sizes, and colours. • Foster curiosity about everyday objects. • Develop an awareness of healthy food choices. **Fine Motor Skills** • Practise activities that enhance hand-eye coordination. • Use tools like crayons, scissors, and playdough to develop fine motor skills. **Communication and Vocabulary** • Introduce basic DT-related vocabulary. • Encourage verbal expression of ideas and observations. **Safety Awareness** • Teach basic hygiene rules. • Handling tools safely. **Teamwork and Cooperation** • Promote collaborative play and simple group activities. • Emphasise sharing and turn taking.	**Basic Design Skills** • Introduce simple design processes (e.g., drawing plans). • Explore creating models using construction materials. **Understanding Mechanisms** • Explore simple mechanisms (levers, pulleys). **Understanding Materials** • Identify and use a variety of materials (paper, cardboard, fabric). • Introduce basic properties of materials (hard, soft, flexible). **Safety Awareness** • Teach basic safety rules when using tools and materials. • Emphasise the importance of following instructions. **Problem Solving** • Encourage simple problem-solving through hands-on activities. • Introduce the concept of evaluating and improving designs.	**Advanced Design Skills** • Develop more detailed design processes (planning, making, evaluating). • Encourage creativity in design solutions. • Awareness of product user and aesthetics (function over form). **Understanding Mechanisms** • Explore more complex mechanisms (levers, pulleys, gears). • Introduce basic principles of movement and control. **Computer-Aided Design (CAD)** • Introduce basic digital design skills using age-appropriate software. • Explore creating and modifying designs on a computer. **Critical Thinking** • Foster critical thinking through more complex problem-solving tasks. • Encourage pupils to analyse the success and limitations of their designs. **Project Management** • Introduce project-based learning, where pupils plan and execute longer-term projects. • Emphasise time management and organisation skills. **Communication and Presentation** • Develop skills in presenting and explaining design ideas. • Encourage pupils to communicate their design processes clearly. **Sustainability Awareness** • Introduce concepts of sustainability and environmental impact in design. • Encourage responsible use of materials.