

## DT/ART Expressive Arts and Design Early Learning Goal Creating with Materials



• 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.

## Physical Development -Early Learning Goal: Fine Motor Skills

• Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases. • Use a range of small tools, including scissors, paintbrushes and cutlery. • Begin to show accuracy and care when drawing.

NB: projects may change slightly in line with developing Children's interests or current topics.

We follow Access Art units in line with KS1/KS2 Early Years Units from this scheme are picked in line with children interests and skills coverage prior to transition to Year 1

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
Art	DT	Art	DT	DT	Art
Nursery Night Time	Designing and Making	Hands, Feet and	Make a fruit kebab	Textiles Design a	Painting the Savanah- See
Collage – See Access Art	a simple Christmas	Flowers- See Access Art		story prop e.g. Aladdin's	Access Art for unit
for unit overview and	Wreath	for unit overview and		magic carpet, Three Little Pigs picnic blanket, Superhero cape,	overview and end
end outcomes	hand	end outcomes		Royal cushion etc. • Safely use and explore a variety of materials, tools and techniques, experimenting with	outcomes Painting the Savannah https://www.accessart.org.uk/painting-
https://www.accessart.org.uk/nursery- night-time-collage/	<ul> <li>Use a range of small tools, including scissors, paintbrushes and cutlery.</li> <li>Safely use and explore a variety of materials, tools and</li> </ul>	Hands, Feet and Flowers https://www.accessart.org.uk/hands- feet-and-flowers/	<ul> <li>Safely use and explore a variety of materials, tools and techniques,</li> </ul>	colour, design, texture, form and function. • Make use of props and materials when role playing characters in narratives and	savannah-chloe-williams/
	<ul> <li>techniques, experimenting with colour, design, texture, form and function.</li> <li>Share their creations, explaining the process they have used. Make use of props and materials when role playing characters in narratives and stories.</li> <li>End Outcomes:   can attach different materials together and decide where my creation can be used</li> </ul>		<ul> <li>Share their creations, explaining the process they have used.</li> <li>End Outcomes:         <ul> <li>I can prepare a simple healthy snack for myself and others and talk about how I am doing it.</li> </ul> </li> </ul>	stories. End Outcomes: I can design and make a prop when recounting a story	