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| Unit of study: Structures Junk Modelling EYFS  |
| Learning Objective | DT content | Learning Outcome | Key Knowledge/Skills |
| Can I explore and investigate the tools and materials in the junk modelling area?* Can I develop scissor skills?
* Can I investigate cutting different materials?

Can I learn how to plan and select the correct resources? needed to make a model?Can I verbally plan and create a junk model?Can I share a finished model and talk about the processes in its creation?Can I explore different ways to temporarily join materials together? | **Structures- Junk Modelling**Can I make verbal plans and material choices?Can I develop a junk model?Can I improve fine motor/scissor skills with a variety of materials? Can I join materials in a variety of ways (temporary and permanent)?Can I join different materials together? Can I describe a junk model, and how I intend to put it together?Can I give a verbal evaluation of my own and others’ junk models with adult support?Can I check to see if my model matches my plan? Can I consider what I would do differently if I were to do it again? Can I describe my favourite and least favourite part of my model?Can I understand that there are a range to different materials that can be used to make a model and that they are all slightly different? Can I make simple suggestions to fix my junk model? | **Can I…..****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*** Explore, use and refine a variety of artistic effects to express ideas and feelings.
* Create collaboratively, sharing ideas, resources and skills.
* 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.

ELG: Creating with Materials: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. **Characteristics of effective learning*** Playing and exploring.
* Active learning.

 Outcomes taken from [Development Matters, 2021](https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/1007446/6.7534_DfE_Development_Matters_Report_and_illustrations_web__2_.pdf).ELGs taken from the [Statutory framework for the EYFS, 2021](https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/974907/EYFS_framework_-_March_2021.pdf).  | * making verbal plans and material choices
* developing a junk model
* improving fine motor/scissor skills with a variety of materials
* Joining different materials in a variety of ways
* describing a junk model, and how I intend to put it together
* evaluating the junk models
* check to see if my model matches the plan
* describing likes and dislikes of models
* exploring different materials for different purposes
* adapting to fix parts of models
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