

## Food Technology

Throughout their time in school the children will also be encouraged to make healthy food choices by learning about a balanced diet. They will design and follow simple recipes as well as learning to spread, chop, peel, grate etc. They will also be taught the importance of food hygiene.



## How Can You Help At Home?

- Practise cutting, hole punching, stapling, chopping etc.
- Encourage your child to use sticky tape, Blu-tac, glue, treasury tags, staples etc.
- Design and build models together – from ‘recycled junk’, off cuts of wood, Lego, K-Nex .... We would love to see them!
- Enjoy cooking and baking together.

*Feel free to contact the following people for any additional information:*

Kirsty Rogers  
Design & Technology Lead  
Stocksbridge Nursery Infant School  
Pot House Lane  
Stocksbridge  
Sheffield  
S36 1EJ



Stocksbridge  
NI  
School

# D.T.

*Design & Technology*

**Information for  
Parents and Carers**

## How is D.T. taught at SNI?

### Early Years Foundation Stage including Nursery

Foundation Stage children's development within design and technology follows the Early Years Foundation Stage guidance as part of the Understanding of the World area of learning. We also develop skills through physical activities – fine and sometimes gross, motor skills.

Children will be developing skills in manipulating, cutting and joining materials, as well as using simple construction kits, matching, sorting, pattern making and developing relationships with numbers and shapes. This will be linked to their current curriculum learning and takes place both inside and outside the classroom.



## How is D.T. taught at SNI?

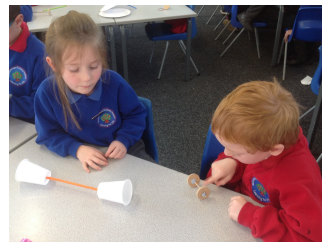
### Key Stage One (Y1 & Y2)

At Stocksbridge Nursery Infant School we follow the learning objectives as set out in the National Curriculum for teaching design and technology.

Where possible, links are made to other areas of learning. Work in science, investigating materials and their uses could be used to find a waterproof covering for a den for example or work on emergency services may lead to creating vehicles with moving parts.

This reinforces learning opportunities. Design and technology tasks usually follow a process.

**Design:** This is where the children start to think about how the product they are going to make will meet specific requirements and demands. This process may involve testing out, evaluating and sometimes even re-designing.



**Build:** This often has a specific focus such as wheels and axles, or using hand tools to join. The children make the product they have designed, selecting materials and ways to join. They develop their skills in cutting and joining, working with increased accuracy as they mature.



**Evaluate:** Here the children reflect on what they have made and learnt. They think about if their product meets specifications and how and why they could improve it next time.

Evaluation occurs throughout the Design & Technology process as children try out and test ideas, materials, tools, ways to join and the finishes they may apply. Children will adapt ideas, designs and methods as their thoughts evolve and they start to test things out.

