

Expressive arts and design

Exploring and using media materials

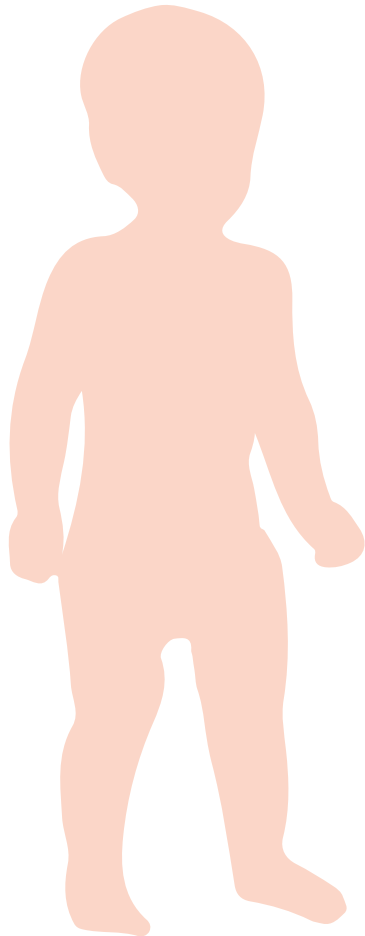
	22–36 months	30–50 months	40–60+ months
Sing songs	<ul style="list-style-type: none">• Join in with singing favourite songs.	<ul style="list-style-type: none">• Sing a few familiar songs.	<ul style="list-style-type: none">• Begin to build a repertoire of songs and dances.
Make music	<ul style="list-style-type: none">• Create sounds by banging, shaking, tapping or blowing.• Show an interest in the way musical instruments sound.	<ul style="list-style-type: none">• Tap out simple repeated rhythms.• Explore and learn how sounds can be changed.	<ul style="list-style-type: none">• Explore the different sounds of instruments.
Dance	<ul style="list-style-type: none">• Move whilst joining in with songs.	<ul style="list-style-type: none">• Enjoy joining in with dancing and ring games.• Begin to move rhythmically.• Imitate movement in response to music.	<ul style="list-style-type: none">• Experiment with ways to change dances.

Exploring and using media materials

Use tools
and materials
safely

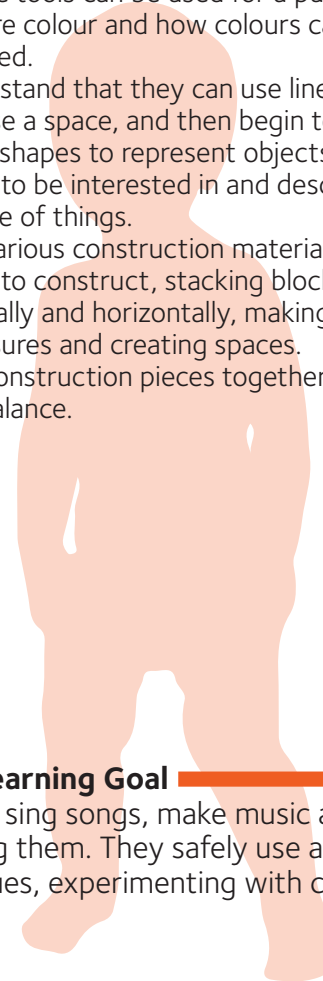
22–36
months

- Experiment with blocks, colours and marks.



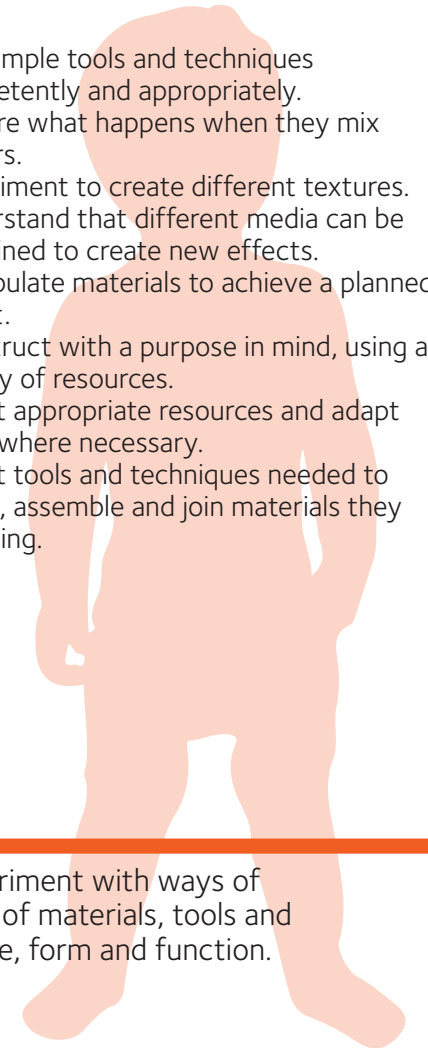
30–50
months

- Realise tools can be used for a purpose.
- Explore colour and how colours can be changed.
- Understand that they can use lines to enclose a space, and then begin to use these shapes to represent objects.
- Begin to be interested in and describe the texture of things.
- Use various construction materials.
- Begin to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.
- Join construction pieces together to build and balance.



40–60+
months

- Use simple tools and techniques competently and appropriately.
- Explore what happens when they mix colours.
- Experiment to create different textures.
- Understand that different media can be combined to create new effects.
- Manipulate materials to achieve a planned effect.
- Construct with a purpose in mind, using a variety of resources.
- Select appropriate resources and adapt work where necessary.
- Select tools and techniques needed to shape, assemble and join materials they are using.



Early Learning Goal

Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

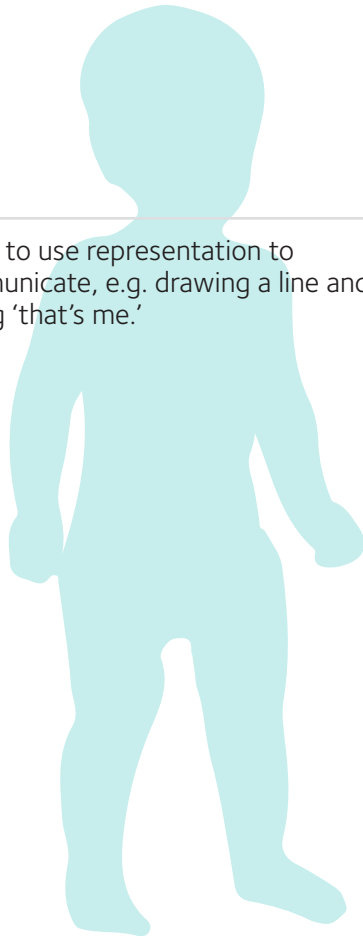
Being imaginative

Use media and materials imaginatively

Represent ideas, thoughts and feelings through design, technology, art, music, dance, role-play and stories

22–36 months

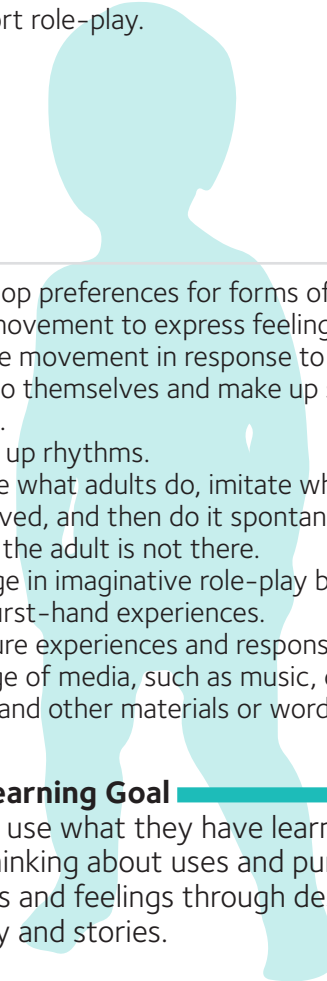
- Begin to make-believe by pretending.



- Begin to use representation to communicate, e.g. drawing a line and saying 'that's me.'

30–50 months

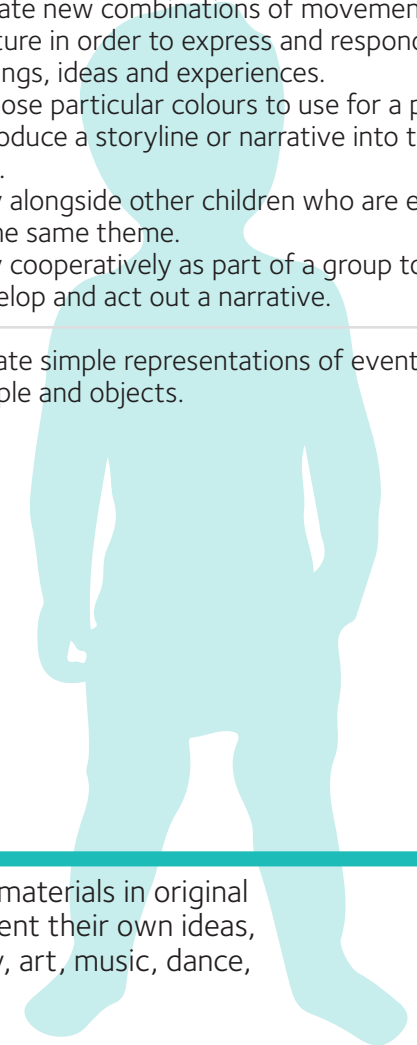
- Build stories around toys.
- Use available resources to create props to support role-play.



- Develop preferences for forms of expression.
- Use movement to express feelings.
- Create movement in response to music.
- Sing to themselves and make up simple songs.
- Make up rhythms.
- Notice what adults do, imitate what is observed, and then do it spontaneously when the adult is not there.
- Engage in imaginative role-play based on own first-hand experiences.
- Capture experiences and responses with a range of media, such as music, dance and paint and other materials or words.

40–60+ months

- Initiate new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.
- Choose particular colours to use for a purpose.
- Introduce a storyline or narrative into their play.
- Play alongside other children who are engaged in the same theme.
- Play cooperatively as part of a group to develop and act out a narrative.



- Create simple representations of events, people and objects.

Early Learning Goal

Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role-play and stories.