

Expressive Arts and Design Term Progression Overview

Check Point 1 – October (Baseline) Check Point 2- December

2- December Check Po

Check Point 3- March Chec

Check Point 4- May Check Point 5 ELG - June

Creating with Materials	Being Imaginative and Expressive
Pre School On Track Check Point 1 Explores materials freely Begins to use a variety of art tools such as pencil, crayons and pencils, paint and brushes, fingers, hands Form prints with simple objects – leaf, hand Can use a simple ICT program to create pictures, patterns and shapes Explores how sounds can be changed Explore moving in a range of ways Sings familiar songs- Explores freely in order to create designs and think about what they would like to make Explores colour and how colour can be changed Create and use sounds intentionally Talks about what they are doing Talks about simple repeated rhythms- Begins to make up sections of stories using small world Uses pre-prepared themed costumes, generic dress up boxes and literal representation of objects (bowls, cups, spoons, dolls etc.) e.g. a teapot is a teapot Begin (with adults' encouragement) using an object to represent something else even though they are not similar. Role plays every day events Drawings have some resemblance to people, objects Drawings have sonser resemblance to people, objects Drawings have sonser uncertained explore different textures Draw sorout the outline of a shape Makes simple marks based on own experiences Uses various construction materials - joining, stacking etc. Develop their own ideas and then d	Preschool On Track Check Point 1 Plays with familiar resources in role play and small world (e.g. farm animals Begin to use small world resources to tell more complex stories Notices and copies what other children and adults do Plays alongside other children who are engaged in the same theme Engages in imaginative play Uses available resources to create props Creates imaginary props to support play Gives toys a voice Moves to music Copies basic actions Can press start/stop buttons on a CD player Knows some words when singing Sings in small group Joins in with parts of nursery rhymes Sings and makes up simple songs Explores instruments and how sounds can be changed (e.g. louder, quieter) Beginning to name instruments (drum, tambourine, maraca, triangle) Listen with increased attention to sounds. Respond to what they have heard, expressing their thoughts and feelings. Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs.

On Track Check Point 2	On Track Check Point 2
Knows primary colours	Uses own experiences to develop storylines
Chooses colour for a purpose	Talks about stories
Makes marks using shape and pattern on a range of surfaces	Uses new vocabulary in different context
Develops simple patterns by printing with objects using range of materials	Participates in small world play related to rhymes and stories
Uses paints and brushes to make a range of marks – dots, dabs, zig zags, wavy-	Watches dances and performances
Explores and uses a range of artistic effects to express themselves	Learns short routines, beginning to match pace
Refine ideas in designs created	Sings in a group, trying to keep in time
Articulates what they are doing to an adult	Knows some nursery rhymes
Can open up camera to take pictures of their work on an iPad	Knows some Christmas songs
Uses different materials (larger sizes), sparkly fabric, hessian, fur, ribbons,	Is able to name a wide variety of instruments (also including chime bars,
feathers to add to costumes and make their own (e.g. own masks, material as	glockenspiels, xylophones)
skirts or scarves)	Talks about the different sounds they make (e.g. loud, quiet, bombing,
Uses fabric, boxes, tubes and joining materials to make props	banging, high pitched)
Uses props linked to situations (e.g. till in a shop, first aid kit in hospital)	Can clap and stamp to a beat
Makes up own situations	Plays a given instrument to a simple beat
Retells well known stories	Responds to what they have heard, expressing their thoughts and feelings
	Create their own songs or improvise a song around one they know

On Track Check Point 3	On Track Check Point 3
Can mix colours to make a new colour	Children enhance small world play with simple resources
Draws with precision around the outline of shapes	Retells stories as a repetition, using some of their own words
Develops language of colour (secondary colours) and mix colours to make new	Uses imagination to develop own storylines
colours	Replicates dances and performances
Create a simple collage	Learns longer dance routines, matching pace
Plans what they will create and what they will need to do so	Sings in a group, matching pitch and following melody
Creates their own products and begins to self-correct any mistakes	Selects own instruments and plays them in time to music
Uses different props for different characters to show their personalities (e.g. lady	Can change the tempo and dynamics whilst playing
with necklace and handbag, other with backpack and binoculars)	Knows how to use a wide variety of instruments

On Track Check Point 4	On Track Check Point 4
Can use fabrics to weave	Enhances with resources that they pretend are something else
Uses variety of art tools with greater accuracy	Retells stories with others
Reviews own work and makes improvements, explaining why changes are better	Retells stories with others, changing/substituting some of the details
Makes up own stories	Put a sequence of actions together
Retells well know stories in great detail, using new language	Begin to improvise independently to create a simple dance
Uses props that are very specific and for a purpose to add detail or convey	Sings by themselves, matching pitch and following melody
meaning in their stories (some are made by pupils) e.g. a watch for the Rabbit in	Sings in tune and to the correct beat
Alice in Wonderland, a tissue for baby bear who is crying.	Knows a wide variety of nursery rhymes and school songs
	Can change the tempo and dynamics
	Recognises instruments in music
	Compose their own simple tunes
	Creates sound effects
	Can describe changes in a piece of music
	Moves rhythmically to a regular beat and can keep time with the music
Check Point 5 ELG:	Check Point 5 ELG:
Safely use and explore a variety of materials, tools and techniques, experimenting	Invent, adapt and recount narratives and stories with peers and their teacher.
with colour, design, texture, form and function. Share their creations, explaining the	Sing a range of well-known nursery rhymes and songs. Perform songs, rhymes,
process they have used. Make use of props and materials when role playing	poems and stories with others, and (when appropriate) try to move in time with
characters in narratives and stories.	music.