

Expressive Arts & Design

Being Imaginative

16 to 26	Expresses self through action & sound			
	Pretends that one object represents another, especially when objects have characteristics in common			
22 to 36	Beginning to use representation to communicate			
	Beginning to make believe by pretending			
30 to 50	Developing preference for forms of expression			
	Uses movement to express feelings			
	Creates movement in response to music			
	Sings to self & makes up simple songs			
	Makes up rhymes			
	Notices what adults do, imitating what is observed & then doing it when adult is not there			
	Engages in imaginative play based on own experiences			
	Build stories around toys			
	Uses available resources to create props to support role play			
	Captures experiences & responses with a range of media, such as music, dance paint & other materials			
40 to 60	Create simple representation of events, people & objects			
	Initiates new combinations of movement & gesture in order to express & respond to feelings, ideas & experiences			
	Chooses particular colours for a purpose			
	Introduces a storyline or narrative into their play			
	Plays alongside other children who are engaged in the same theme			
	Play cooperatively as part of a group to develop & act out a narrative			
ELG	Children use what they have learnt about media & materials in original ways, thinking about uses & purposes			
	They represent their own ideas, thoughts & feelings through design & technology, art, music, dance & stories			

