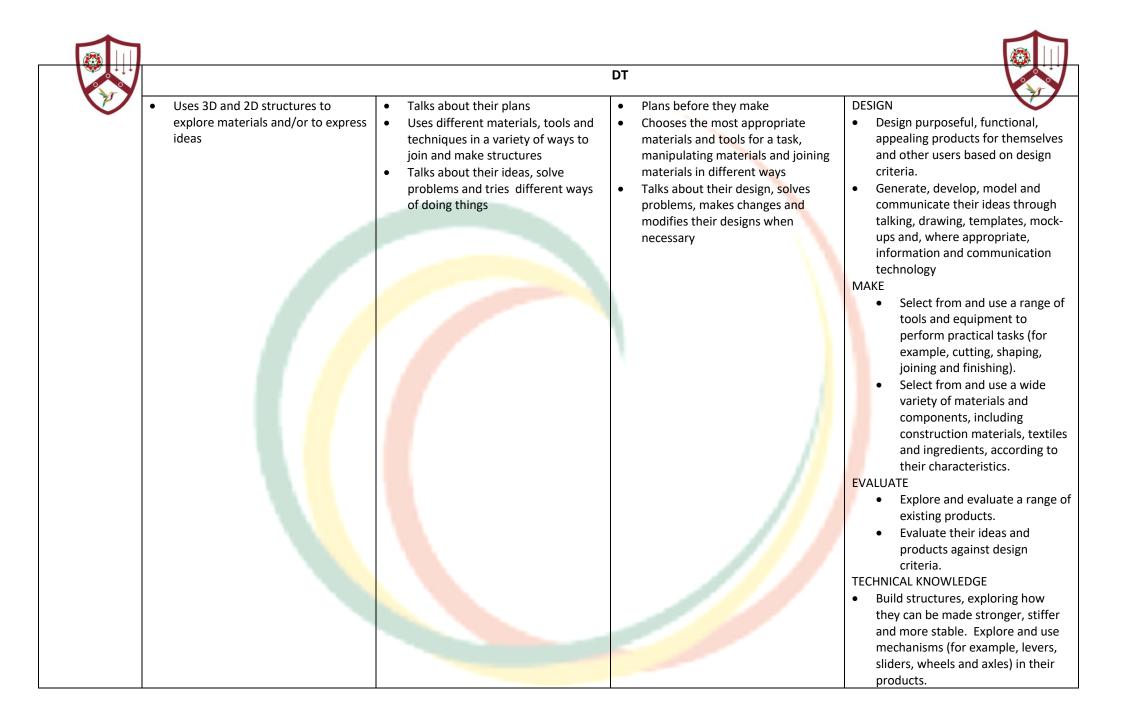


## TUDOR GRANGE PRIMARY ACADEMY – EYFS PROGRESSION PLAN



## EXPRESSIVE ARTS & DESIGN

	0-3 – PRE SCHOOL	3-4 – EYFS 1	RECEPTION / ELG – EYFS 2	LINKS TO KS1 CURRICULUM
CREATING WITH MATERIALS PAINTING, DRAWING, COLLAGE, SCULPTURE	<ul> <li>0-3 - PRE SCHOOL</li> <li>Explores and manipulates different materials using their senses</li> <li>Experiments with ways to enclose a space, create shapes and represent actions, sounds and objects</li> <li>Uses 3D and 2D structures to explore materials and/or to express ideas</li> <li>Uses their imagination as they consider what they can do with different materials</li> <li>Explores paint using fingers etc and other tools</li> </ul>		EYFS 2 ART • Combines different media and materials to create different effects, experimenting with different techniques and a range of tools to create different effects	<ul> <li>LINKS TO KS1 CURRICULUM</li> <li>To use a range of materials creatively to design and make products.</li> <li>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> <li>About the work of a range of artists, craft makers and designers, describing the difference and similarities between different practices and disciplines, and making links to their own work</li> </ul>







ELG: Children at the expected level of development will: - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used; - Make use of props and materials when role playing characters in narratives and stories.

		0-3 – PRE SCHOOL		3-4 – EYFS 1		RECEPTION / ELG – EYFS 2		LINKS TO KS1 CURRICULUM		
BEING	MUSIC									
IMAGINATIVE EXPRESSIVE ROLE-PLAY, MUSIC, SINGING & DANCING	•	Joins in singing songs Creates sounds by rubbing, shaking, tapping, striking or blowing Shows an interest in the way sound makers and instruments sound and experiments with ways of playing them, e.g. loud/quiet, fast/slow	• • •	Joins in with rhymes and songs and is learning to sing familiar ones by heart and make up own Experiments with the different sounds instruments make Listens carefully and respond to the sounds heard Keeps in time to the beat and taps out a rhythm Shares music making with others	•	Sings new songs and rhymes matching the pitch and following the melody of a song Plays untuned and tuned instruments Expresses feelings and ideas through music and about music Composes and adapts songs and music Performs individually and in a group	•	Use their voices expressively and creatively by singing songs and speaking chants and rhymes. Play tuned and unturned instruments musically. Listen with concentration and understanding to a range of high- quality live and recorded music. Experiment with, create, select and combine sounds using the interrelated dimensions of music.		
	DANCE									
	•	Explores moving in a range of ways, e.g., mirroring, creating own movement patterns Moves whilst listening to sounds and music Joins in with moving, dancing and ring games	•	Experiments with movements, negotiating space and balancing Moves to music Copies movements and sequences of movement	•	Moves in different ways, in different directions and in times with the music Expresses themselves through dance Creates sequences of movements, adapting their own dances Performs individually and in a group		<ul> <li>Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range activities.</li> <li>Perform dances using simple movement patterns.</li> </ul>		
	ELG: Children at the expected level of development will: - Invent, adapt and recount narratives and stories with peers and their teacher; - Sing a range of well-known nursery rhymes and songs; Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.									