

## Art and Design: In the Early Years

Expressive Arts and Design Progression		
Development Matters Nursery	<ul style="list-style-type: none"> <li>Take part in simple pretend play, using an object to represent something else even though they are not similar.</li> <li>Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc.</li> <li>Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.</li> <li>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</li> <li>Develop their own ideas and then decide which materials to use to express them.</li> <li>Join different materials and explore different textures.</li> <li>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> <li>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</li> </ul>	<ul style="list-style-type: none"> <li>Use drawing to represent ideas like movement or loud noises.</li> <li>Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.</li> <li>Explore colour and colour-mixing.</li> <li>Listen with increased attention to sounds.</li> <li>Respond to what they have heard, expressing their thoughts and feelings.</li> <li>Remember and sing entire songs.</li> <li>Sing the pitch of a tone sung by another person ('pitch match').</li> <li>Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs.</li> <li>Create their own songs, or improvise a song around one they know.</li> <li>Play instruments with increasing control to express their feelings and ideas.</li> </ul>
Development Matters Reception	<ul style="list-style-type: none"> <li>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>Create collaboratively sharing ideas, resources and skills.</li> <li>Listen attentively, move to and talk about music, expressing their feelings and responses.</li> </ul>	<ul style="list-style-type: none"> <li>Watch and talk about dance and performance art, expressing their feelings and responses.</li> <li>Sing in a group or on their own, increasingly matching the pitch and following the melody.</li> <li>Develop storylines in their pretend play.</li> <li>Explore and engage in music making and dance, performing solo or in groups.</li> </ul>
ELG	<p><b>ELG: Creating with Materials</b></p> <p>Children at the expected level of development will:</p> <ul style="list-style-type: none"> <li>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function;</li> <li>Share their creations, explaining the process they have used;</li> <li>Make use of props and materials when role playing characters in narratives and stories.</li> </ul>	<p><b>ELG: Being Imaginative and Expressive</b></p> <p>Children at the expected level of development will:</p> <ul style="list-style-type: none"> <li>Invent, adapt and recount narratives and stories with peers and their teacher;</li> <li>Sing a range of well-known nursery rhymes and songs</li> <li>Perform songs, rhymes, poems and stories with others, and – when appropriate – try to move in time with music.</li> </ul>

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	Drawing and Painting	Media and Materials
Nursery Cycle 1	<p><b>Marvellous Me</b> Self portraits.</p> <p><b>Once Upon a Time 1</b> Pig themed drawings using continuous vertical and horizontal lines, and anti-clockwise circles to enclose space. Draw pictures of the Gingerbread Man using drawing to represent blowing or running.</p> <p><b>All Creatures Great and Small 1</b> Creating Tinga Tinga paintings and drawings of African animals.</p>	<p><b>It's Getting Cold Outside</b> Create textured animal pictures, selecting their own materials. Add bedding and shelters for the hibernating animals.</p> <p><b>Polar Express</b> Make a snow and ice collages.</p> <p><b>Once Upon a Time 1</b> Create textured house for the pigs.</p>
Nursery Cycle 2	<p><b>Look at Me</b> Self portraits.</p> <p><b>Special Days</b> Colour mixing.</p> <p><b>Food Glorious Food</b> Mix the colours and shades they need to paint/print vegetables.</p> <p><b>Once Upon a Time 2</b> Bear themed pictures creating closed shapes. Use drawing to represent running, falling and splashing.</p> <p><b>All Creatures Great and Small 2</b> Jungle animal pictures.</p>	<p><b>Look at Me (Autumn)</b> Make a photo frame.</p> <p><b>Bears</b> Create textured bear pictures.</p> <p><b>Special Days</b> Make Christmas decorations, cards and wrapping paper.</p> <p><b>Food Glorious Food</b> Make pictures using food.</p> <p><b>Once Upon a Time 2</b> Make a textured scarecrow troll.</p>
Reception	<p><b>Me and My World</b> Detailed self-portrait using a choice of materials.</p> <p><b>Castles, Knights and Dragons</b> Textured dragon pictures.</p> <p><b>Spring in Our Step</b> <i>The Extraordinary Gardner</i> pictures. Colour mixing butterfly pictures. Observational drawings.</p>	<p><b>My Heroes</b> Create their own superhero vegetable using printing and collage materials.</p> <p><b>Spring in Our Step</b> <i>The Extraordinary Gardner</i> pictures.</p> <p><b>Science Detectives</b> Skeleton collage. Fingerprint pictures based on <i>Tree by Patricia Hegarty</i></p>
Y1 Links	<p><b>Y1 Autumn Term-Drawing/Painting</b> Self portraits Mix colours using powder paint and apply them in their painting to represent real life.</p>	<p><b>Y1 Spring Term-Sculpture</b> Castles</p> <p><b>Y1 Summer Term-Printing</b> Transport</p>