

EXPRESSIVE ARTS & DESIGN
Preschool End Points for Each Term

Autumn Term	Spring term	Summer Term
<p>Marvellous Me –</p> <ul style="list-style-type: none"> • Take part in pretend play related to their families, homes etc. • Begin to draw, paint, and collage their portrait. <p>Nursery Rhymes-</p> <ul style="list-style-type: none"> • Sing nursery rhymes, adding actions and clapping rhythm. • Draw different nursery rhyme characters, showing emotions. <p>We're Going on a Bear Hunt –</p> <ul style="list-style-type: none"> • Act out the story, adding actions and creating sounds for different settings. • Create collages, selecting different materials to represent settings of the story. <p>Christmas & Celebrations –</p> <ul style="list-style-type: none"> • Learn and sing songs to perform Christmas Nativity. <p><i>Development Matters -</i></p> <ul style="list-style-type: none"> • Take part in simple pretend play, using an object to represent something else even though they are not similar. • Draw with increasing complexity and detail, such as representing a face with a circle and including details. • Listen with increased attention to sounds. • Remember and sing entire songs. • Develop their own ideas and then decide which materials to use to express them. • Show different emotions in their drawings and paintings, like happiness, sadness, fear. 	<p>Patterns –</p> <ul style="list-style-type: none"> • Create patterns using different materials • Explore colour mixing <p>Chinese New Year –</p> <ul style="list-style-type: none"> • Play instruments to accompany a dragon/lion dance. <p>All God's People, Celebrating Diversity –</p> <ul style="list-style-type: none"> • Respond to different types of music, expressing their thoughts and feelings. <p>All Creatures Great & Small –</p> <ul style="list-style-type: none"> • Create models of different animals using junk modelling, playdough etc. • Begin to create closed shapes to draw animals. <p>To Infinity & Beyond –</p> <ul style="list-style-type: none"> • Make complex small world to represent space/ a rocket etc. • Join different materials to create a rocket. <p><i>Development Matters -</i></p> <ul style="list-style-type: none"> • Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. • Join different materials and explore different textures. • Explore colour and colour-mixing. • Respond to what they have heard, expressing their thoughts and feelings. • Play instruments with increasing control to express their feelings and ideas. • Explore different materials freely, to develop their ideas about how to use them and what to make. • Create closed shapes with continuous lines, and begin to use these shapes to represent objects. 	<p>Ready, Steady, Grow –</p> <ul style="list-style-type: none"> • Print and explore with natural materials. • Create own artwork inspired by flowers and plants. <p>We Can Be Heroes –</p> <ul style="list-style-type: none"> • Role play different occupations. • Develop stories using small world equipment. <p>Tell Me a Story –</p> <ul style="list-style-type: none"> • Pretend play different characters from traditional tales. • Draw characters from traditional tales, showing different emotions. • <p>Splash, Splash –</p> <ul style="list-style-type: none"> • Sing songs and nursery rhymes related to the sea, improvising and creating our own song. • Create pirate objects such as maps, treasure chests by selecting and joining own resources. <p><i>Development Matters -</i></p> <ul style="list-style-type: none"> • Sing the pitch of a tone sung by another person ('pitch match'). • Sing the melodic shape (moving melody, such as up and down, down and up) of familiar songs. • Create their own songs or improvise a song around one they know. • Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses etc. • Use drawing to represent ideas like movement or loud noises. • Develop their own ideas and then decide which materials to use to express them. • Join different materials and explore different textures

EXPRESSIVE ARTS & DESIGN

F2 End Points for Each Term

Autumn Term	Spring term	Summer Term
<p>To the Rescue – Develop skills using a range of tools, when painting drawing and creating. Develop storylines in pretend play, when acting in role as ‘People who help us’.</p> <p>If you go down to the woods – Create own designs using resources natural resources and describe what they like about them. Act in role as characters from the stories we have heard, eg the Gruffalo, Percy the Parkkeeper.</p> <p>Celebrations/Christmas – Join in with music lessons, showing control and pace when using musical instruments. Perform as a class as part of our Christmas Production, learning songs to sing for an audience.</p> <p><i>Development Matters -</i></p> <ul style="list-style-type: none">• Explore, use and refine a variety of artistic effects to express their ideas and feelings.• Create collaboratively, sharing ideas, resources and skills.• Develop storylines in their pretend play.• Listen attentively, move to and talk about music, expressing their feelings and responses.• Sing in a group or on their own, increasingly matching the pitch and following the melody.	<p>Long Ago & Far Away – To listen to and discuss their thoughts about Holsts’s “The Planets”. Explore the style of Peter Thorpe and use this in their own artwork. Work together to create vehicles and structures using large outdoor construction materials.</p> <p>All God’s People, Celebrating Diversity - Listen to music/ watch dance from around the world. Work collaboratively to create our own dances.</p> <p>Under the Sea – Work collaboratively to create large under the sea creatures. Use a variety of instruments to create under the sea sounds and music. Explore watercolours and wax effects.</p> <p>Journeys – Explore music and dance from around the world and discuss what we like and why. Explore traditional art from around the world. Work collaboratively to build and create famous buildings from around the world.</p> <p><i>Development Matters -</i></p> <ul style="list-style-type: none">• Explore, use and refine a variety of artistic effects to express their ideas and feelings.• Create collaboratively, sharing ideas, resources and skills.• Listen attentively, move to and talk about music, expressing their feelings and responses.• Explore and engage in music making and dance, performing solo or in groups.	<p>In the Garden – Take on a role using props and resources. Explore the work of artists Van Gough and Henri Matisse and use this in their own work. To use a variety of tools and techniques to create topic inspired artwork and crafts.</p> <p>Castles & Dragons – To work collaboratively to create and build a castle. Print shapes to create castle artwork inspired by artist Paul Klee. Explore moving to different styles of music.</p> <p>Sporty Me - To use skills previously learnt to create a healthy plate. Share their creations, explaining the process they have used. Experiment and explore with colour, design and texture.</p> <p><i>Development Matters -</i></p> <ul style="list-style-type: none">• Return to and build on their previous learning, refining ideas and developing their ability to represent them.• Create collaboratively, sharing ideas, resources and skills.• Watch and talk about dance and performance art, expressing their feelings and responses.• Sing in a group or on their own, increasingly matching the pitch and following the melody.• Develop storylines in their pretend play.• Explore and engage in music making and dance, performing solo or in groups.

Early Learning Goals

Creating with Materials

- 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.

Being Imaginative and Expressive

- 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.