

Common Play Behaviours – Skills Progression

This is a tool to ensure challenge for all learners using Continuous Provision and to add resources through the year.

The resources to facilitate the skills are not defined to a particular level of skill but provides ideas of how to layer resources up into Continuous Provision as the children's skills develop in each area.

Small World Area

Behaviour	Imitates and represents objects as another	Represents an environment	Creates narrative around play	Recalls past events	Resources to facilitate play
Extended skill	 Represents a range of resources as chosen objects Able to find a resource for a given purpose to fit in with their narrative 	 Create an environment that they have created/ imagined Children design and imagine their own story setting 	• Uses story language and story features to create a narrative of their own	 Able to intertwine their own experiences with the experiences of others Creates shared narratives 	Open ended resources - pine cones, rocks, pebbles, buttons, lollipop sticks, small bits of material, sticks, peg dolls, foliage Mini me character* photos Animals
Developing Skill	 Represents objects as different objects Explains what they are (e.g.:- This is my car) Talks expressively about the object they have 	 Represent/create environments from stories 	• Uses some story language in their play - familiar lines from stories, familiar story themes	 Articulates thoughts and feelings through narrative 	Characters from familiar stories Doll's house and house furniture Mini me character photos Animals

	represented as something else				
Emerging Skill	 Imitates sounds (e.g.:- Vehicles and animals) Represents objects as what they are 	 Represent an environment that they are familiar with 	• Explains their actions in small world play (e.g.:- Pretend the man is walking)	Reacts their experiences through a narrative	Artificial grass Coloured fabric Cars, vehicles Figures from stories/ TV/ movies Fairy-tale characters Animals

Construction Area

Behaviour	Creates a structure	Special awareness	Constructs with a purpose in mind	Resources to facilitate CPB
Extended skill	 Combines resources to create a structure Builds more elaborate structures. Includes systems (e.g.:- Pathways, roads, bridges etc.) and adds detail to structure Ensures model is stable 	 Build a house/model with different rooms or different parts Uses smaller blocks/ construction tools to create intricate structures 	 Change, adapt and modify model to serve a purpose Combine construction resources to create model Creates a design before they construct 	Small blocks Meccano* Nuts and bolts Wheels and axels Knex Squared paper/design sheets
Developing Skill	 Uses resources to construct buildings Positions resources both vertically and horizontally 	 Connects buildings and structures (e.g.:- Putting a road between buildings). Select the appropriate sized blocks/construction resources for their chosen purpose. Select the appropriate sized blocks/construction resources for chosen workspace. 	 Knows what they want to build when they begin to construct Plans what they will use 	Lego Mobilo Small blocks Large Blocks Coloured blocks Squared paper

		•Understands safety elements (e.g.:- If tower is taller than themselves then it might hurt them if it falls)		
Emerging Skill	 Uses resources to build towers. Builds vertical models 	 Constructs in a large space with large blocks Constructs in a small space with small blocks 	 Has an idea about what they will build before they begin Selects resources they need as they go 	Duplo Stickle bricks Mobilo Small block Large blocks

Role Play Area

Behaviour	Express emotions and feelings	Acts in a role	Creates narrative around play	Recalls past events	Resources to facilitate play
Extended skill	 Expresses a range of emotions through role play Responds to scenarios in role play with empathy 	 Plays as different roles. Uses different voices and expressions Takes on a range of roles confidently 	 Uses story language and story features to create a narrative of their own Creates shared narratives 	 Able to intertwine their own experiences with the experiences of others 	Material, scarves, cloaks Hats, ties, bags, purses, jewellery Pillowcases (for children to create their own outfits with)
Developing Skill	 Expresses some emotions through role play Shows an awareness of the feelings of other 'characters' feelings in joint role play 	 Dresses in different outfits to become different characters Uses props to develop their chosen character role Acts out both familiar and imaginative scenarios 	 Uses some story language in their play - familiar lines from stories, familiar story themes Describes what they are doing in their role play 	 Articulates thoughts and feelings through narrative 	Till and coins Selection of play food Household objects Role play outfits <i>Begin to introduce</i> <i>more open-ended</i> <i>resources</i> Babies and baby clothes

 Laughs and smithin role. Pretends to cry in role Emerging Skill 	themselves in	• Talks about and explains their actions in role play	Reacts their experiences through a narrative	Selection of play food Household objects - e.g.: - Brush and dustpan, pots and pans, bowls, plates etc. Role play outfits - e.g.: - Hi vis jackets, police outfit, nurse outfit etc.
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Malleable Area

Behaviour	Rolling	Moulding	Cutting	Shaping	Resources to facilitate play
Extended skill	 Uses rolling pin to roll dough/clay flat with pressure Ensures they have rolled dough to desired size/ shape 	 Chooses tools to create a desired shape, size, texture 	 Uses cutting tools to create a desired shape Uses cutting tools to cut away any excess dough/ clay 	 Uses tools to add detail Creates more intricate shapes Able to use tools to manipulate dough/ clay to add detail 	Modelling clay Clay and clay tools Clay boards Water - (to be used to shape and mould clay) Lollipop sticks, matchsticks etc.
Developing Skill	 Uses rolling pin to flatten dough/ clay with some necessary pressure 	• Explores the way tools create different textures	 Uses cutters to cut out shapes in dough/ clay Uses tools to cut away excess dough 	 Smooths dough with hands/ fingers to shape it Roll's dough in hands to shape it 	Extruders with patterned ends Plastic knives Metal trays and tins in different sizes Introduce tougher malleable materials like clay
Emerging Skill	 Uses rolling pin to roll dough/ clay 	 Uses hands to flatten dough/ clay Uses hands to squash, bend, twist and stretch dough/ clay 	 Tears dough/ clay with fingers Splits up dough using hands 	 Squashes dough with hands and fingers to shape it 	Play Dough Muffin tins Metal trays Cookie cutters Rolling pins Dough stampers Bowls and dishes

Creative Area

Behaviour	Cutting	Fixing/Joining	Stick/ Collage	Resources to facilitate play
Extended skill	 Uses scissors with increased control to cut out a desired shape Uses scissors to cut thicker materials such as card 	 Plans how they will fasten things together Checks that fastening is secure Selects media to achieve desired effect 	 Make decisions about what they will use to stick - which will be most effective way to stick? Controls glue spatula to spread glue Makes decisions about what the correct amount of tape/ glue to use is 	Scissors, hole punch, cello tape, masking tape, stapler Paper clips, Treasury tags Glue/ PVA glue Range of paper/card Lollipop sticks, match sticks, pom poms, feathers, sequins, beads, buttons
Developing Skill	 Some control over scissors to cut materials Holds scissors correctly 	 Fastens paper and card together with success Beginning to explore techniques to join thicker materials 	 Able to use glue/tape to fasten thicker materials together Sticks carefully selected items together to achieve desired purpose Uses sticking resources to explore creating different textures 	Scissors, cello tape, masking tape Large and small boxes Thick and thin card Paper, tissue paper, crepe paper Bottles, tubes PVA glue Glue sticks Lollipop sticks, match sticks, pom poms,

				feathers, sequins, beads, buttons
Emerging Skill	 Uses scissors with two hands to cut a piece of paper Tears materials to make them the desired size/ shape Begins to make snips in paper 	• Explores fastening resources together using available resources	 Uses glue to attempt to stick but may not be secure Able to use glue to fasten paper/ thin resources together Sticks objects randomly onto paper/ card 	Masking tape, PVA glue Card Paper, tissue paper, crepe paper Boxes, tubes Lollipop sticks, match sticks, pom poms, feathers

Painting Area

Behaviour	Mixing	Printing	Mark Making/ Painting	Resources to facilitate play
Extended skill	 Experiments with different tones and shades Makes choices about what colours they will mix Mixes an intended colour for an intended purpose 	 Prints to create patterns and pictures Prints with a range of colours. Carefully plans where they will print and what they will print 	 Express their thoughts and ideas with paint Observes objects on display when painting and responding with paint Uses a range of movements and brush strokes to paint 	Mixing cards Paint sample cards Different sized paint brushes Range of paper Choice of working horizontally or vertically (easel or table top) Artwork examples from artists
Developing Skill	 Uses primary colours to mix secondary colours Explores the properties of colours as they mix Mixes colour for a desired purpose 	 Paints onto chosen printing tool before printing Takes time when printing 	 Uses horizontal and vertical brush strokes to paint Paints a desired picture Gives meaning to the marks that they make 	Different sized paint brushes Powder paint Poster paint Mixing cards Water Palettes Range of paper
Emerging Skill	 Experiments with colour mixing but with no intention to mix a certain colour 	 Explores printing with different objects Prints randomly on paper 	 Covers the paper in paint Paints in random directions 	Paint brushes Poster paint Water Palettes

 Puts printing tool into paint then prints on
paper

Sand Area

Behaviour	Dig	Mould	Sieve	Bury/ Enclose	Resources to facilitate play
Extended skill	 Selects the most appropriate scoop/ spade for digging Digs with control Digs for a desired purpose 	 Uses a range of containers/ moulds to create intricate sand creations Uses spades/ scoops/ buckets to make sand into desired shapes 	 Sieves sand for a desired effect Sieves sand for a desired purpose Sieves sand to filter out larger objects 	 Buries and covers up resources Pats sand down to cover up resources Uses spades/ scoops to bury objects 	Potato mashers Colander Kitchen utensils Different sized containers Sieves with small holes/ large holes
Developing Skill	 Scoops sand up using scoop/ spade Moves sand from A to B using a spade Loses little sand off the spade Able to dig a hole or space in sand 	 Free play with hands - makes shapes, heaps and tunnels Fills moulds and shapes and turns over to make shape Recognises that damp sand holds shape 	 Recognises that dry sand falls freely through fingers/ sieve 	 Free play with hands. Uses hands to cover up objects 	Ice cube moulds Irregular shaped moulds Different sized sieves, Different sized buckets, containers Short-handled scoops/ spades
Emerging Skill	 Explores moving sand using spade/ scoops Digs using hands 	 Makes impressions using hands, fingers, knees, arms 	 Sifts sand through fingers. Explores and observes the way 	 Covers their hands and fingers in sand 	Different shaped moulds Buckets

 Lifts sand in hands 	 Fills containers/ 	sand moves	Spades, scoops -
and places back	buckets with sand	through sieve	long and short
down	 Pats down sand to 		handled
	make it smooth		Sieves

Water Area

Behaviour	Pouring	Filling	Transporting	Mixing	Resources to facilitate play
Extended skill	 Pours an amount of water into a chosen container Pours with increased accuracy with less spilling 	 Fills a container to their intended point of fill Starting to read scales when filling 	 Spills little or no water when transporting Does not fill the container to the top shows an awareness of how much they can carry without spilling Plans and uses the most effective ways to transport water to avoid spillages 	 Understands what will happen to the water when they mix it Loses little or no water when mixing 	Spoons with slots and holes in Measuring spoons Different sized spoons Jugs with spouts Jugs with handles Piping Pipettes, basters
Developing Skill	 Pours slowly into an intended place (e.g.: - Back into the tray or in another container as not to lose any 	 Fills containers with increasing control. Fills containers with a desired amount 	 Carefully carries water from A to B but spills a little Explores using a range of resources and techniques to transfer water for example pipets 	 Mixes slowly as not to spill Increased control when mixing Mixes with a goal in mind for example to make potions 	Different sized containers Pots and pans Colanders Kitchen utensils Natural materials Funnels

Emerging Skill	 Tips to pour quickly Drops objects into the water Observes as they pour water from container to container Observes the way water moves 	 Fills containers until they overflow Randomly fills different containers 	from A to spills larg amounts along the • Explor way wate and is tra	e of water way res the er moves nsported o catch it is	 Explores the w water moves as they mix and st Spills some wa when mixing 	s ir it	Some transparent containers Whisks Different sized beakers Different sized containers Irregular shaped containers Buckets Water wheel
Science Area							Resources to
Behaviour	Observe	Investigate/ E	xperiment		Test		facilitate play
Extended skill	 Closely observes experiments over a number of days Discusses what thei observations tell thei Seeks out things to observe to find thing out 	m effective resou use to carry of	ns about e most urces to	 Plans whether the second second	eas and theories hat they will do sed on their	pots Can Note	ting trays, collecting s, neras ebooks, notepads, poards

Developing Skill	 Observes something with interest. Notices and comments on change in their environment, outdoors Asks questions about what they have observed 	 Uses appropriate resources to carry out chosen test Formulates a hypothesis about what they think will happen and why 	 Plans a test - considering what it is that they want to find out Thinks about how they can find out the answer to their question 	Mirrors Pull/push toys Range of materials Range of objects Springs, spinners Timers Magnets
Emerging Skill	 Observes the immediate world around them Comments on what they can see 	 Explores cause and effect 	• Explores cause and effect but changes a variable (e.g.:- Floating and sinking - will it float if there is more water?)	Goggles, magnifying glasses, binoculars Range of materials Range of interesting objects

Mud Kitchen

Behaviour	Concoct/imagine	Problem solve	Actions	Purpose	Resources to facilitate play
Extended skill	 Expands variety of concoctions including magical/fantasy themes- magical drinks, potions, lotions and medicines. 	 Uses new equipment in a variety of scenarios Will talk to peers and work together to solve a problem 	 Sharing out serving ladling whisking moulding crushing mashing measuring boiling sieving 	 Can follow a recipe that uses simple language and words in line with phonic knowledge. Works through all stages of process of making something combing ingredients, cooking and serving 	Recipes Ladles Whisks Moulds Pestle and mortar Masher Measuring cups/spoons Measuring jugs/scales sieve
Developing Skill	 Adds imagination to what they create worm pie, slime cake, eye ball soup 	 Uses trial and error multiple times to effectively use a new piece of equipment Will observe peers and learn from what they are doing 	 scooping stirring mixing transferring patting/smoothing adding picking chop 	 Can follow a recipe that use pictorial representations Has an end goal in mind and can talk about ingredients and actions needed to reach goal 	Recipes (pictorial) Scoops Wooden spoons Bowls Metal spoons Plastic spoons Plastic knives Herbs Vegetables/fruit

Emerging Skill	 Create familiar everyday meals- pies, cake, soup 	 Explores how new resources work and incorporates them into play Asks for help with new equipment 	 Splatting/splashing Emptying Filling pouring 	 With support can talk about what they are making and name ingredients that they are using Explores combining resources 	Mud Saucepans Bowls Big spoons Water
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<u>Writing</u>

Behaviour	Marks	Meaning	Pencil grip	Purpose	Resources to facilitate play
Extended skill	 Becomes aware of letter/sound connections Writes recognisable letters/words/phrases 	 Can read back writing to an adult Uses phonic knowledge to support with spelling Beginning to understand use of punctuation 	 Modified tripod/tripod grip Dominant hand is developed 	 Experiments with different forms of writing Able to talk about the purpose of writing 	Sound mats Key words Variety of templates Notebooks
Developing Skill	 Understands that writing and drawing are different Is aware of directionality Name and write recognisable letters 	 Is aware that print has meaning Gives meaning to own marks 	• Digital grip	 Write words that are familiar to them and their name Understands different forms and writing and mark makes to imitate this form of writing 	Name cards Whiteboards and pens Pens/pencils/crayons/chalks Variety of paper

				e.g. shopping lists	
Emerging Skill	 Controls scribbles Draws circles. Lines and other patterns 	 Marks do not communicate meaning Does not always look at paper when making marks 	 Palmer/whole hand grasp 	 Exploring how to make marks on paper 	Chunky pencils/pens Pencil control patterns

Fine Motor

Behaviour	Posting (hand eye co-ordination)	Squeezing	Threading	Resources to facilitate play
Extended skill	 Small pegs onto peg boards Small matchsticks into small holes Balancing marbles on golf tees 	 Tweezers to pick up small objects Tongs to pick up small objects Feed the tennis ball mouths (cut a slit in a ball and then squeeze to open it as a mouth shape) 	 Threading smaller beads (pony beads) onto string or onto pasta stuck into dough) Threading beads onto pipe cleaners to make bracelets Weaving ribbon Hanging objects onto trees/twigs Threading nuts and bolts 	Pegs Pegboards Marbles Golf tees Tweezers Tongs Beads Pasta Ribbon Nuts and bolts
Developing Skill	 Large pegs on pegboards Scoops/spoons to put objects into containers Balancing small balls on golf tees 	 Pipettes to squeeze out one drop of liquid Sponges to squeeze out water Pegs onto cardboard shapes/pieces of ribbon 	 Threading pasta onto string Threading pipe cleaners into colanders/plant pots/air flow balls Thread cut up straws onto pipe cleaners 	Large pegs Scoops and spoons Small balls Pipettes Sponges Pegs Pasta Pipe cleaners straws

			Threading leaves onto sticks	
Emerging Skill	 Putting coins/cards in a container with a slit Use of hands to post items into containers 	 Popping bubble wrap Moulding dough into different shapes Washing up liquid bottles to empty liquid out 	 Threading chunky beads onto pipe cleaners Threading tubing (cut up toilet rolls/ kitchen rolls) onto string 	Coins Posting boxes Bubble wrap Dough Chunky beads Pipe cleaners

<u>Maths</u>

Behaviour	Number	Shape/Pattern	Measures	Resources to facilitate play
Extended skill	 Move or touch objects to count them Count objects that cannot be touched Count objects that cannot be seen e.g. sounds/claps Give a specified number from a larger group Subitise when in an irregular pattern Recognise numerals to 10 	 Intentionally select a shape for a purpose e.g. A cylinder because it rolls Talk about the properties of 2D and 3D shapes Can identify a variety of 2D and 3D shapes Makes shape pictures without a template Spot an error in a pattern and correct 	 Can use balance scales to determine which is heavier or lighter Beginning to measure items using non- standard units (cubes, paperclips, handprints) Can order 3 objects by size 	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations
Developing Skill	 Say one number name for each object (one to one correspondence) Give someone a specified number of objects 	 Can spot real life shapes in the environment that match shapes within their play Can name basic 2D shapes (square, 	 Explore balance scales/rulers/measuring tapes/measuring cylinders within play Can use full and empty to describe capacity 	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images

	 Subitise when in a regular pattern e.g. dice Recognise numerals to 5 Recognise different number representations 	 circle, rectangle, triangle) Comments on shapes of objects during play Makes shape pictures with a template Create an ABABAB pattern 	 Can use small/ big and tall/short to describe size Can you long and short to describe length 	Plastic numerals Dice Different number representations
Emerging Skill	 Say number names to count objects, not necessarily in the right order Can use number language within play Beginning to recognise some numerals Represent numbers on fingers 	 Select and rotate shapes to fit in a given space Explore/play with shapes to build towers and make pictures Can find two shapes that are the same Continue a pattern that has been started 	 Direct comparison of 2 objects Use of some language within play 	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations

<u>Reading</u>

Behaviour	Phonics	Comprehension	Word Reading	Storytelling	Resources to facilitate play
Extended skill	 Can remember and recite songs and rhymes Read individual letters by saying the sounds for them Blend sounds into simple words Read cvc words Read cvc words Read some letter groups that each represent one sound and say sounds for them (e.g., th, sh, ee, igh) Use finger to say each sound 	 Recall facts from non-fiction books Asks and answers questions about a book Gives suggestions on what might happen next Predicts an ending Relate own knowledge and experience to the story Make links to other stories that are similar Can describe a setting, or character Can discuss events in the story 	 Make attempts to follow text with finger Read a few common exception words matched to the school's phonic programme Read simple phrases and words made up of words with known letter- sound correspondences Read some tricky words that can't be decoded 	 Re-read books to build up confidence in retelling Uses and creates story maps to prompt retelling stories Retell stories with exact repetition and some in own words Retell the beginning, middle and end of a story Uses props to retell a story 	Books (fiction, non- fiction, poetry, multicultural, duel text) Big books Magazines Comics Brochures Leaflets Cookbooks Maps Labels Magnetic letters and numbers Dressing up Role play area Rugs Sofas Tents Cushions Puppets Small world

					Alphabet posters, games, friezes Phonics posters and displays Musical instruments Natural materials to make sounds Pots and pans Sound buttons Sound buttons Soundtracks, CD player, headphones Letter/word puzzles and games
Developing Skill	 Spot and suggest rhymes Count and clap syllables in a word 	 Learn new vocabulary linked to stories Print has meaning Print can have different purposes English text is read from left to right and from top to bottom Can name different parts of a book Page sequencing 	 Recognise words with the same initial sound Start to recognise their name and other familiar words 	 Listens and talks about stories to build familiarity Starts to retell a familiar event Continues to repeat words and phrases from familiar stories with greater detail 	Books (fiction, non- fiction, poetry, multicultural, duel text) Big books Magazines Comics Brochures Leaflets Cookbooks Maps Labels Magnetic letters and numbers

		 Repeats refrains in stories and poems Can talk about what is happening in the pictures 			Dressing up Role play area Rugs Sofas Tents Cushions Puppets Small world Alphabet posters, games, friezes Phonics posters and displays Musical instruments Natural materials to make sounds Pots and pans Sound buttons Sound tracks, CD player, headphones Letter/word puzzles and games
Emerging Skill	 May notice the first letter of their name or familiar word Enjoys rhymes and songs together, 	around favourite	 Pays attention and responds to the pictures or the words Notices some print in the environment 	 Enjoys sharing books with an adult Has favourite books and seeks out others to share 	Visits to local environment to point out words, logos, letters and numbers

tuning in and paying attention

- Join in with songs and rhymes, copying sounds. rhythms, tunes and • Points to pictures tempo
- Say some of the words in songs and rhymes
- Copy finger movements and other gestures
- Sings songs and says rhymes independently e.g., singing whilst playing

 Makes comments and shares their own ideas

- Can hold a book correctly
- and locates
- images

(e.g. logos, door number. bus or name)

with, or looks at it alone • Repeats words and phrases from familiar stories

Books (fiction, nonfiction. poetry. multicultural, duel text) Big books Magazines Comics **Brochures** Leaflets Cookbooks Maps Labels **Magnetic letters** and numbers Dressing up Role play area Rugs Sofas Tents Cushions **Puppets** Small world Alphabet posters, games, friezes Phonics posters and displays **Musical instruments**

Natural materials to
make sounds
Pots and pans
Sound buttons

Gross Motor

Behaviour	Body Movement	Climbing	Balance and Co- ordination	Resources to facilitate play
Extended skill	 Roll with control, confidence and precision Walk for longer periods and aware of space Jump on 2 feet with control, confidence and for longer periods Jump and turn 180 Begin to jump with a rope Can run avoiding obstacles, with greater control, adjust and stop speed Confidently throw a ball with accuracy to another person Confidently catch a ball from another person 	 Crawl with control, confidence and precision Climb on apparatus with control, confidence and precision Confidently climbs up steps using alternate feet 	 Hop with greater balance, control and for longer periods Skip with greater balance, co- ordination and for longer periods Confidently ride a scooter Confidently ride a tricycle and bike with or without stabilisers Make up own simple dance routine or sequence Hit a ball with a bat with greater accuracy 	Scooters Bicycles, stabilizers, balance bikes Helmets Tunnels Dens, tents Large boxes Crates Tyres Balance beams Stilts Stepping stones Logs Climbing equipment/frame Large building blocks Bats Balls Quoits Scarves, flags, streamers Hoops Skittles Parachute

	 Can queue in a line being aware of others' space Experiments and chooses ways to move through and travelling on apparatus 			Soft play equipment Slopes, hills, steps
Developing Skill	 Throw a ball with increasing accuracy Roll a ball with increasing accuracy Catch a ball with increasing accuracy Jump across stepping stones Collaborate with others to manage moving large items such as planks safely Wave flags or streamers with greater control 	 Crawl with increasing control and confidence Climb on apparatus with increasing control and confidence Climb up steps using alternate feet with increasing accuracy and confidence 	 Able to use and remember sequences and patterns of movements relating to music and rhythm Begin to hit a ball with a bat Ride a scooter or a tricycle with increasing control Skip with increasing control Hop with increasing control Stand on one leg for a longer period 	Scooters Tricycles balance bikes Helmets Tunnels Dens, tents Large boxes Crates Tyres Balance beams Stilts Stepping stones Logs Climbing equipment/frame Large building blocks Bats Balls

			Quoits Scarves, flags, streamers Hoops Skittles Parachute Soft play equipment Slopes, hills, steps
 Emerging Skill 	all steps, or appar catch a ball using alternate and off a	ratus tricycle with some	Tyres Balance beams

Scarves, flags, streamers
Hoops
Skittles
Parachute
Soft play equipment
Slopes, hills, steps

Expressive Art

Behaviour	Dance	Imagination	Music	Resources to facilitate play
Extended skill	 Express their feelings and responses on dance and performing arts Move to and talk about dance and performing arts Make up simple dances on own or with others 	 Develops storylines in play Apply new vocabulary learnt in role play Apply own experiences and knowledge to storylines Adapt own ideas to accommodate others Confidently finds props to assist with play Confidently make props to assist play experiences or make representations 	 Sing in a group or on their own, increasingly matching the pitch and following the melody Listen attentively to music Discuss changes and patterns in music Talk about why they like a particular song Engage and explore music making and perform with others or in a group 	Clay Dough Cooking Kitchen utensils Pots and pans Mud kitchen Sand and water play Jugs and containers Paint Instruments Scarves Hats Dressing up clothes Construction Small world Puppets CD player, soundtracks and stories Books
Developing Skill	Watch and talk about dance and performing arts	 Plays cooperatively with others in role play 	 Sing in a group or on their own with increasing 	Magazines and catalogues Junk modelling Glue

				-
	 Copy simple movements and begin to make up dances 	 Apply own experiences and knowledge to play Begins to find props to assist with play Develop own ideas and choose which materials to build or make 	 confidence and recall of words Listen with increased attention to music Begin to talk about preferences Begin to tap out a rhythm with hands or an instrument 	Tape scissors Paper Card Smart board Collage materials Writing materials Natural materials Fabric Cushions
Emerging Skill	 Copy simple movements Responds when asked about dance and performing arts Shows an interest in watching dance and performing arts 	 Chooses to be a particular character Use an object to represent something else Asks for help in finding props to assist with play Make simple models to represent people, animals, objects 	 Sing in a group or on their own and recall most of the words Sings or requests favourite songs Explores instruments and the way they sound Listen with increased attention to sounds 	Role play area Boxes and crates Pom poms Streamers and flags