

Objective No	Expressive Arts and Design <b>Being imaginative</b>	
	Gender / Ethnicity	
	Total targets	
	Number Met	
1	Birth - 11 Months	Babies and toddlers need to explore the world and develop a range of ways to communicate before they can express their own ideas through arts and design. See Characteristics of Effective Learning; Communication and Language; Physical Development; Personal, Social and Emotional Development
2	8 - 20 Months	Babies and toddlers need to explore the world and develop a range of ways to communicate before they can express their own ideas through arts and design. See Characteristics of Effective Learning; Communication and Language; Physical Development; Personal, Social and Emotional Development
3	16-26 months	Expresses self through physical action and sound.
4		Pretends that one object represents another, especially when objects have characteristics in common.
5	22-36 months	Beginning to use representation to communicate, e.g. drawing a line and saying 'That's me.'
6		Beginning to make-believe by pretending.
7	30-50 months	Developing preferences for forms of expression.
8		Uses movement to express feelings.
9		Creates movement in response to music.
10		Sings to self and makes up simple songs.
11		Makes up rhythms. •
12		Notices what adults do, imitating what is observed and then doing it spontaneously when the adult is not there.
13		Engages in imaginative role-play based on own first-hand experiences.
14		Builds stories around toys, e.g. farm animals needing rescue from an armchair 'cliff'.
15		Uses available resources to create props to support role-play.
16		Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words.

17	40-60 months	Create simple representations of events, people and objects.
18		Initiates new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.
19		Chooses particular colours to use for a purpose.
20		Introduces a storyline or narrative into their play.
21		Plays alongside other children who are engaged in the same theme.
22		Plays cooperatively as part of a group to develop and act out a narrative.
23	<b>EL Goal</b>	<b>Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.</b>
24	<b>KS1</b>	<b>Working on KS1 objectives</b>