







	Months	Being Imaginative and Expressive
Seeds 	0-12	<ul style="list-style-type: none"> • Anticipates phrases and actions in rhymes and songs such as 'Peepo' • Anticipates actions in rhymes and songs such as tickling the hand in 'round and round the garden' • Enjoys repeating sounds and actions • Imitates known actions of others such as banging hands on a table or clapping to a song. • Expresses emotions through physical movement (e.g. <i>flapping arms</i>)
	12-24	<ul style="list-style-type: none"> • Copies sounds or gestures such as clapping hands or banging on a drum. • Can copy simple pretend play such as hugging a teddy bear • Changes familiar games such as new ways of hiding in the game 'peekaboo' • Moves and dances to music • Joins in with familiar songs and rhymes, making some sounds • Imitates actions and activities of others as part of their play (e.g. <i>sleeping in a bed</i>) • Uses real objects in pretend play and imitates everyday actions (e.g. <i>talking on phones/drinking from a cup</i>) • Enjoys picture books and simple stories • Makes own collections and moves them around (e.g. <i>stones in a bag</i>) • Joins in with singing, vocalising or moving when listening to music or playing with instruments
Sprouts 	24-36	<ul style="list-style-type: none"> • Begins to build a repertoire of songs and dances and joins in with the actions • Pretends an object represents another • Makes own pretend play sequences such as pouring tea then drinking it • Plays with playdough and makes different shapes • Creates sound effects and movements when playing with small world such as cars. • Creates imaginary objects, characters and scenes in play • Changes voices to represent other characters in their play • Sings entire songs • Represents ideas by making models or using construction materials such as building a house • Develops complex stories using small world equipment
	36-48	<ul style="list-style-type: none"> • Experiments with movement in response to music, stories and ideas • Sings and makes up simple songs • Represent ideas through drawings • Extends imagination further by pretending objects are something else (e.g. <i>this peg is a mouth</i>) • Makes complex small worlds such as a city with different shaped blocks • Can pitch match songs and sing a melody • Expresses ideas through sounds, movements, drawings and stories • Shows emotions in drawings and painting • Uses resources to create props to support play • Creates representations of real life events, people and objects



Seedlings 	48-60	<ul style="list-style-type: none">• Explores and engages in music making and dance• Sings in a group or alone matching pitch and following melody• Develops storylines with increasing detail• Plays as part of a group to act out a narrative• Can talk about their creations• Creates complex stories during small world or role play that match stories they have read• Engages in dance routines (e.g. <i>Ram Sam Sam</i>)• Innovates familiar stories such as changing a character or an event• Chooses skills to represent ideas (e.g. <i>mapping, singing, dancing, drawing</i>)• Combines skills to achieve a goal (e.g. <i>draws their construction model</i>)
Saplings 	ELG	<ul style="list-style-type: none">• Invent, adapt and recount narratives and stories with their peers and their teacher• Sing a range of well-known nursery rhymes and songs• Performs songs, rhymes and poems with others• Moves in time to music