









BRAMPTON 'THE ELLIS'
C OF E AIDED PRIMARY SCHOOL

Curriculum Progression Map



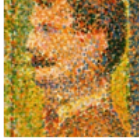



Art/D&T/Music EYFS

Within our early year settings, we aim to guide the development of children’s capabilities with a view to ensure children in our care complete the Early Years Foundation Stage ready to benefit fully from the opportunities ahead of them. We promote the learning and development of all children in our care to ensure they are ready for Year 1 and beyond.

FS1 coverage:

<p>Skills to develop – drawing, painting,</p> <ul style="list-style-type: none"> • Exploring mark making <p>Artists to consider -- Piet Mondrian</p>  <p>Role-Play – home, shop</p> <p>Small world – dolls house, textures and materials, sorting, colours,</p> <p>Music <i>Listening to music</i></p> <p><i>Singing different songs</i></p> <p><i>Exploring musical instruments.</i></p>	<p>Skills to develop - drawing, painting, sculpture</p> <ul style="list-style-type: none"> • Mixing colours • Using clay <p>D&T – Mechanical Lift a flap – Dear Santa present flap</p> <p>Artists to consider – Jackson Pollock</p>  <p>Role-Play – 3 bears house, cave</p> <p>Small world – picnic, porridge, baking, bears, we’re going on a bear hunt</p> <p>Music <i>Listening to music</i></p> <p><i>Singing different songs – Looking at pitch</i></p> <p><i>Exploring musical instruments.</i></p>	<p>Skills to develop - drawing, painting, collage, digital media</p> <ul style="list-style-type: none"> • Cutting and sticking of materials • Printing <p>D&T – Structural Build a bridge</p> <p>Artists to consider - Wassily Kandinsky</p>  <p>Role-Play – Builders yard, Explorers/museum</p> <p>Small world – dinosaurs, ice, Easter.</p> <p>Music <i>Listening to music – responding to what they have heard, discussing feelings</i></p> <p><i>Singing familiar songs, using the melody – Moving voice up and down.</i></p> <p><i>Play musical instruments with increasing control</i></p>	<p>Skills to develop - drawing, painting, sculpture, collage, digital media</p> <ul style="list-style-type: none"> • Exploring different media • Using salt dough and other sculpture materials. <p>Artists to consider - Henri Matisse</p>  <p>Role-Play – florist, Pizza Shop</p> <p>Small world – soil, planting,</p> <p>Music <i>Listening to music – responding to what they have heard, discussing feelings</i></p> <p><i>Singing familiar songs, using the melody – Moving voice up and down.</i></p> <p><i>Play musical instruments with increasing control</i></p>	<p>Skills to develop - drawing, painting, sculpture, collage, digital media</p> <ul style="list-style-type: none"> • Exploring ICT skills for drawing • Drawing details on a picture <p>D&T – Food Gingerbread man</p> <p>Artists to consider – James Rizzi</p>  <p>Role-Play – Pirate ship,</p> <p>Small world – traditional tales story set up-Jack and the bean stalk, Cinderella, The magic porridge pot.</p> <p>Music <i>Perform a song, remembering all the words</i></p> <p><i>Create their own songs</i></p> <p><i>Play instruments with increasing control to express their feelings and ideas.</i></p>	<p>Skills to develop - drawing, painting, sculpture, collage, digital media</p> <ul style="list-style-type: none"> • Drawing a person with features. • Having a purpose in mind <p>Artists to consider - Leonardo da Vinci</p>  <p>Role-Play – Beach/seaside</p> <p>Small world – insects, frogs, snakes, animals,</p> <p>Music <i>Perform a song, remembering all the words</i></p> <p><i>Create their own songs</i></p> <p><i>Play instruments with increasing control to express their feelings and ideas.</i></p>
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FS2 coverage:

<p>Skills to develop – Drawing, painting, collage</p> <ul style="list-style-type: none"> • Sketching with a pencil. • Mixing paint • Patterns <p><i>Mixing colours</i> <i>How to draw a person – building up skills</i> <i>Scissor control</i></p> <p>Artists to consider – Picasso</p>  <p>Being imaginative: Role-Play –home corner, hairdressers, builders</p> <p>Small world – family counters, houses.</p> <p>Music <u>Churranga</u></p>	<p>Skills to develop - Drawing, painting, collage</p> <ul style="list-style-type: none"> • Sketching and blending • Exploring paint <p>D&T –Structural Build a boat which floats</p> <p><i>Sketching and selecting the right equipment for adding colour</i> <i>Christmas cards</i> <i>Calendars</i> <i>Water colours – hot and cold colours</i></p> <p>Artists to consider – Warhol</p>  <p>Being imaginative: Role-Play – café,</p> <p>Small world – <u>Handa's</u> Surprise, Lost and found, Christmas</p> <p>Music <u>Churranga</u></p>	<p>Skills to develop – drawing, painting, sculpture</p> <ul style="list-style-type: none"> • Sketching with detail • Shades of colours • Using clay <p><i>Sketching and looking at detail – selecting the right equipment for adding colour.</i> <i>Salt dough/Clay – sculpting</i> <i>Selecting the correct materials to use – building an emergency vehicle</i></p> <p>Artists to consider – George Seurat</p>  <p>Being imaginative: Role-play – police station, hospital, post office</p> <p>Small world – fire station, baby area, post office, police station</p> <p>Music <u>Churranga</u></p>	<p>Skills to develop – drawing, painting, sculpture</p> <ul style="list-style-type: none"> • Sculpting clay • Applying drawing skills • Adding texture using paint <p><i>Exploring textures and colour</i> <i>Big painting – window art</i> <i>Weaving</i></p> <p>D&T – Mechanical Open a flap – Mother's Day card</p> <p>Artists to consider – Andy Goldsworth</p>  <p>Being imaginative: Role-Play – green house, vegetable shop</p> <p>Small world – mini beasts, habitats, picnic</p> <p>Music <u>Churranga</u></p>	<p>Skills to develop – drawing, painting, sculpture, digital media</p> <ul style="list-style-type: none"> • Exploring the environment in art • Using paint on the computer <p><i>Design and planning</i></p> <p>D&T –Food Fruit Kebabs</p> <p>Artists to consider – Giuseppe Arcimboldo</p>  <p>Being imaginative: Role-Play – gym, kitchen</p> <p>Small world – picnic, food sorting, healthy plates, recycling</p> <p>Music <u>Churranga</u></p>	<p>Skills to develop - drawing, painting, sculpture, digital media</p> <ul style="list-style-type: none"> • Exploring ICT skills for drawing • Field work <p><i>Using different textured materials -wire and clay</i> <i>Creating a pattern on material</i> <i>Weaving</i> <i>Water colours – different shades of one colour</i></p> <p>Artists to consider – Sharon Turner</p>  <p>Being imaginative: Role-Play – Vets,</p> <p>Small world – atelier, animals.</p> <p>Music <u>Churranga</u></p>
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Here are the Early Learning Goals which will support this area of the National Curriculum.

Communication and Language

ELG: Listening, Attention and Understanding Children at the expected level of development will:

- Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions;
- Make comments about what they have heard and ask questions to clarify their understanding;
- Hold conversation when engaged in back-and-forth exchanges with their teacher and peers.

ELG: Speaking Children at the expected level of development will:

- Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary;
- Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate;
- Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.

Personal, Social and Emotional Development

ELG: Self-Regulation Children at the expected level of development will:

- Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate;
- Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.

ELG: Managing Self Children at the expected level of development will:

- Be confident to try new activities and show independence, resilience and perseverance in the face of challenge;

ELG: Building Relationships Children at the expected level of development will:

- Work and play cooperatively and take turns with others;

Physical Development

ELG: Fine Motor Skills Children at the expected level of development will:

- Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases;
- Use a range of small tools, including scissors, paint brushes and cutlery;
- Begin to show accuracy and care when drawing.

Literacy

ELG: Comprehension Children at the expected level of development will:

- Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role-play.

Expressive Arts and Design

ELG: Creating with Materials Children at the expected level of development will:

- 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.

ELG: Being Imaginative and Expressive Children at the expected level of development will:

- 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.