

Expressive Arts and Design at Newfield

Skills Framework

The Expressive Arts and Design Framework has four areas

Art
Music
Design Technology
Drama
Di anta

Art Strand

Pathfinders

Explore a range of media and materials using senses
Notice and explore materials in different colours
Notice and explore materials in different textures
Express preferences for colours or textures
Pay attention to marks produced
Pay attention to images and art work produced by others

Makes choices from a range of materials
Makes choices from a range of colours
Makes choices from a range of textures
Uses tools to explore media
Begin to apply media to different surfaces
Handle and explore materials with contrasting textures
Make marks with independence

Communicate preference for a colour or texture
Communicate preference for a picture when shown a selection
Make marks with crayon, coloured pencil or chalk
Make intentional marks
Apply colour within a given area
Applies colour with a tool with purpose and intent
Use messy play materials creatively
Recognise own work from selection
Explore the quality of paper (scrunch, tear) and use different textures of paper

Select colour that makes sense for the purpose
Begin to draw shapes with definition
Make marks on a range of surfaces and textures adapting to the media used
Know and request colours by names
Begin to mix colours together
Communicate what is in a picture they can see
Explore 3D materials and create shapes using a range of techniques
Explore creating collage with a wide range of materials

Know how to create work with more than one colour
Be able to mix colours together to create a different colour
Explore creating different effects with colour e.g. mixing, layering
Copy shapes and images in own work
Know how to create pattern in collage
Know how to use tools for drawing including colouring
Select own work to contribute to a sketch book
Begin to express preferences in the art work of others
Identify colours used by other artists

Know the difference between light and dark colours
Mix colours to create light and dark versions
Assign a name to own work or an image they have created
Begin to use shading in drawing
Know how to apply paint with tools correctly
Know how to adhere collage materials correctly
Know some different art techniques and recognise them in the work of others

Know what colours to mix to achieve a different colour
Know how to change colour and select the create technique for the purpose e.g. add white to make light, layer to make dark
Use a range of media creatively to produce original work
Explain why a collage material has been selected
Build up a sketch book of own work and ideas
Use 3D media to produce own work and be able to evaluate this
Know the names of artists and express preferences about their work
Communicate what they like about an image or art work

Music Strand

Pathfinders

Knows where a sound is coming from and can locate the source of the sound
Know how to operate an instrument or piece of equipment to produce a sound
Respond to sounds created or different music showing preference
Shares attention with a partner on the object making the sound
Knows how to operate an instrument/ equipment to create an effect
Engage coactively with a partner to create a sound

Explores a range of untuned instruments to create sounds
Responds to music by moving body
Coactively moves to music
Intentionally uses cause and effect to create specific sounds
Explores instruments by playing them in different ways e.g. loudly and quietly, fast and slow
Makes choice of song/ music
Listen to music and indicate whether they would like to hear it again or not

Independently moves to music
Responds to music indicating awareness of tempo or mood of music
Coactively listen to music from a range of genres
Know how to play an untuned instrument correctly
Know how to create sounds on a tuned instrument
Participate in performing music in own class
Coactively plays instruments in different ways (tempo, volume)

Creates own dances to music
Listen and respond to music from periods in history and from other cultures
Coactively play an untuned instrument in time to music
Participate in performing music to another class
Knows how to play instruments when given direction e.g. play it loudly
Sing or/ sign along to familiar songs
Request preferred songs

Follows a sequence of dance steps when performing
Knows how to follow notation to create music with support
Coactively play an untuned instrument in time to music
Knows which untuned instrument would best suit a piece of music and use to accompany
Participate in performing music to a wider audience with adult support
Learn and perform new songs
Knows different genres of music and express a preference

Knows how to play an untuned instrument in time to a piece of music independently
Know how to follow notation to play a tuned instrument
Perform a piece of music to an audience without help
Use own voice to sing to a backing melody
Know music from different periods in history
Be able to identify different composers
Communicate what they like about a piece of music
Know and identify different instruments in a range of compositions
Create a tune of own composition

Design Technology Strand

Pathfinders

Copy actions when demonstrated by an adult
Activates toys or equipment using cause and effect
Uses construction toys coactively with an adult demonstrating shared attention
Knows the function and purpose of everyday objects
Manipulate items to join or pull apart

Knows how to use everyday objects in relation to themselves
Know the purpose of common products
Know a single property of an object e.g. colour, size, shape, texture
Use simple construction kits with help
Explores a range of materials to develop awareness of their properties
Explore ways of combining and joining materials
Explore different tools with support
Recognise own work
Know and recognise some common kitchen utensils

Know and communicate what they like or do not like when shown a range of items
Know 2 properties of an object e.g. colour, shape, texture
Use simple construction kits independently
Use materials to create projects with help
Know how to join materials with help
Use simple tools safely with support
Use simple vocabulary to describe what they have made
Know how to use kitchen utensils with support
Safely and hygienically get ready for food preparation with support

Know what the colours and features are of a particular object
Communicate what they like best in a design
Use more complex constructions kits with help
Select which materials to use for a purpose
Know different methods of getting materials to adhere
Use simple tools safely independently
Communicate what works or does not work in an item or a design
Knows and follows kitchen safety rules with support
Follows a simple recipe with support

Try a range of similar items and know which is more attractive
Try a range of similar items and know which is more functional
Use more complex construction kits independently
Know the properties of different types of materials
Know how to join materials together independently
Know the names and functions of a range of tools
Know what could be improved about a design
Knows and follows kitchen safety rules independently
Follow a simple recipe independently

Knows how to make a design more attractive
Knows how to make a design more functional
Explain to others why something has been designed in the way it has
Know which construction kit is best for a specific purpose
Explain why material has been selected in relation to it's function
Know how to select the best method of adhering or joining materials independently
Know how safely and independently choose and use the right tools for the job
Know how to use evaluation in future design
Know how to use kitchen tools and equipment safely
Can prepare a simple savoury meal
Understand that food grows and is produced at different seasons



Pathfinders

Draws attention to self, gain adults attention

Participate in activities with shared attention

Produce sounds, action or movements which are directed towards another person

Responds to sounds, visuals and movement with interest

Perform creatively (music, dance or acting) in own class
Participate with help in role play activities
Create items needed to carry out a performance with help (e.g. props, scenery)
Give attention to others performance
Know some of the key vocabulary related to performance e.g. dance, costume, play, concert

Perform creatively to a familiar audience
Create characters in make believe/ role play situations
Independently create items for set, props and costumes
Indicate preferences about the performances of others
Know how to describe performance styles e.g. funny, sad, energetic

Perform creatively (music, acting or dance) to a wider audience
Use imagination to develop and extend characters in role play
Contribute own ideas in relation to set, props and costumes
Express views on the performance of others and suggest how it could be improved
Know and use correct technical language related to performance e.g. audience, characters, interval, acts and scenes