






# Creative Development

Age in months	Responding to experiences, expressing and communicating ideas	Exploring media and materials	Creating music and dance	Developing imagination and imaginative play
30 - 50	<p>Use language and other forms of communication to share the things they create, or to indicate personal satisfaction or frustration.</p> <p>Explore and experience using a range of senses and movement.</p> <p>Capture experiences and responses with music, dance, paint and other materials or words.</p> <p>Develop preferences for forms of expression</p> 	<p>Begin to be interested in and describe the texture of things.</p> <p>Explore colour and begin to differentiate between colours.</p> <p>Differentiate marks and movements on paper.</p> <p>Use their bodies to explore texture and space.</p> <p>Understand that they can use lines to enclose a space, and then begin to use these shapes to represent objects.</p> <p>Create 3D structures.</p> <p>Begin to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces</p>	<p>Enjoy joining in with dancing and ring games.</p> <p>Sing a few familiar songs.</p> <p>Sing to themselves and make up simple songs.</p> <p>Tap out simple repeated rhythms and make some up.</p> <p>Explore and learn how sounds can be changed.</p> <p>Imitate and create movement in response to music.</p> 	<p>Notice what adults do, imitating what is observed and then doing it spontaneously when the adult is not there.</p> <p>Use available resources to create props to support role-play.</p> <p>Develop a repertoire of actions by putting a sequence of movements together.</p> <p>Engage in imaginative play and role-play based on own firsthand experiences.</p>
40 - 60+	<p>Talk about personal intentions, describing what they were trying to do.</p> <p>Respond to comments and questions, entering into dialogue about their creations.</p> <p>Make comparisons and create new connections.</p>	<p>Explore what happens when they mix colours.</p> <p>Choose particular colours to use for a purpose.</p> <p>Understand that different media can be combined to create new effects.</p> <p>Experiment to create different textures.</p> <p>Create constructions, collages, painting and drawings.</p> <p>Use ideas involving fitting, overlapping, in, out, enclosure, grids and sun-like shapes.</p> <p>Work creatively on a large or small scale.</p>	<p>Begin to build a repertoire of songs and dances.</p> <p>Explore the different sounds of instruments.</p> <p>Begin to move rhythmically.</p> 	<p>Introduce a storyline or narrative into their play.</p> <p>Play alongside other children who are engaged in the same theme.</p> <p>Play co-operatively as part of a group to act out a narrative.</p> 
Early Learning Goals	<p>Respond in a variety of ways to what they see, hear, smell, touch and feel.</p> <p>Express and communicate their ideas, thoughts and feelings by using a widening range of materials, suitable tools,</p>	<p>Explore colour, texture, shape, form and space in two and three dimensions.</p>	<p>Recognise and explore how sounds can be changed, sing simple songs from memory, recognise repeated sounds and sound patterns and match movements to music.</p>	<p>Use their imagination in art and design, music, dance, imaginative and role-play and stories.</p> 

*thoughts and feelings by using a widening range of materials, suitable tools, imaginative and role-play, movement, designing and making, and a variety of songs and musical instruments.*

