## Curriculum Area Progression Summary Area of Learning: Expressive Arts & Design – Exploring and Using Media & Materials

Stage	Summary of key skills and knowledge to be acquired
	Responds to sounds and music
1	Tolerates interaction when exploring objects
2	Explores different materials with an adult e.g. paint, musical instruments
3	<ul> <li>Recognises familiar songs, begins to join in and copies actions</li> <li>Explores and experiments with a range of media and remembers some actions e.g. squashing playdough to cut out a shape</li> </ul>
4	<ul> <li>Use a range of different materials purposefully e.g. shaking musical instruments, smearing paint</li> <li>Beginning to use everyday tools such as a paintbrush</li> </ul>
5	<ul> <li>Joins in with songs, dances, ring games, rhythm beats etc</li> <li>Can construct and joining materials in simple ways e.g. junk modelling</li> </ul>
6	<ul> <li>Uses simple art and music tools and techniques effectively</li> <li>Can manipulate materials to a planned effect by shaping, cutting, joining etc.</li> </ul>
7	<ul> <li>Begins to generate and communicate ideas and preferences in design and can comment about the work of others</li> <li>Safely uses and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function</li> <li>Can sing songs and make/ play a simple piece of music</li> </ul>
8	<ul> <li>Designs a product based on 1 or 2 specific criteria and can gather the correct tools and materials they need to make their design</li> <li>Begins to discuss the work of famous artists, musicians, craftsmen and designers and may compare it to their own work</li> </ul>
9	<ul> <li>Identifies, explores and begins to use more complex mechanisms in their designs and products e.g. sliders, axels</li> <li>Uses a wide range of art, design and musical techniques in their work</li> <li>Uses subject specific vocabulary when commenting on the work of others</li> </ul>
10	<ul> <li>Improves the mastery of art and design techniques including painting, drawing, sculpture, craft techniques using a wide range if materials</li> <li>Begins to use research to develop design criteria and then uses this to evaluate the effectiveness of their work</li> </ul>