

EYFS Overview Expressive Arts – 2021/22

Area of Learning	Autumn 1 All About Me	Autumn 2 Houses and Homes	Spring 1 Amazing Animals & Growing	Spring 2 Journeys	Summer 1 Dinosaurs	Summer 2 Under the Sea
Art	Free paint and exploration of colours. Self portraits	Focusing on an artist of the half term to focus on the skilled artwork. Kandinsky - link to shape (maths focus)	Focusing on an artist of the half term to focus on the skilled artwork. Henri Rousseau - linked to Amazing Animals topic	Focusing on an artist of the half term to focus on the skilled artwork. Making models linked to our Journeys topic; transport- pirate ships, buses, space rockets, cars, lorries.	Focusing on an artist of the half term to focus on the skilled artwork. Stone Age art - link to Dinosaurs topic	Focusing on an artist of the half term to focus on the skilled artwork. Collage/Monet - Link to under the sea topic (water)
Music Following 'Belair Early Years' Music activities	Free play and exploration of different/selection of instruments Use instruments to listen and discriminate between sounds Go on sound walks i	Learning festive songs - linked to Christmas/Nativity Listening and responding and developing singing skills	Shaking, Striking and Scraping- using different instruments to make animal noises, forest/jungle noises	Developing awareness of rhythm and beat- use body parts, instruments to create different beats Create different beats for eg space rockets taking off, pirate ships sailing through the seas Use nursery rhymes to work out walking, skipping, marching beats eg ' Grand Old Duke of York', Humpty Dumpty', 'Here We	Rhythmic Patterns- To recognise the rhythmic patterns of long and short sounds in music To know that words are made up of different sounds and different beats Use dinosaur names to explore beats through the different syllables and sounds	To learn about Duration Dynamics, Tempo and Pitch. The children learn to conduct and play pieces of music together. Listen to handel's 'Water Music'

				GoRound the Mullberry Bush		
D&T	<p>Design and Make</p> <p>Design and make models of houses using blocks and resources available in the continuous provision - linked to 'peace at Last' literature (Pathways to Write)</p>	<p>Design</p> <p>-Begin to use the language of designing and making, e.g. join, build and shape. -Learning about planning and adapting initial ideas to make them better.</p> <p>Design your house so that the Big Bad Wolf can't get in (Pathways to Write - Three Little Pigs)</p>	<p>Make</p> <p>To learn to construct with a purpose in mind. -Selects tools and techniques needed to shape, assemble and join materials. Make musical instruments to shake, strike and scrape</p>	<p>Cooking</p> <p>To begin to understand some of the tools, techniques and processes involved in food preparation. -Children have basic hygiene awareness.</p>	<p>Evaluate</p> <p>-Begin to talk about changes made during the making process, e.g. making a decision to use a different joining method.</p>	<p>Technical Knowledge</p> <p>To learn how to use a range of tools, e.g. scissors, hole punch, stapler, woodworking tools, rolling pins, pastry cutters. -Learn how everyday objects work by dismantling things.</p>