Making Relationships.	Listening and Attention.	Speaking
 Initiates play, offering cues to peers to join them. 	Shows interest in play with sounds, songs and rhymes.	Uses language as a powerful means of widening contacts, sharing
Demonstrates friendly behaviour, initiating conversations and	Single channelled attention. Can shift to a different task if	feelings, experiences and thoughts.
forming good relationships with peers and familiar adults	attention fully obtained – using child's name helps focus.	Learns new words very rapidly and is able to use them in
	Joins in with repeated refrains and anticipates key events and	communicating.
Self-confidence and self-awareness	phrases in rhymes and stories. • Focusing attention – still listen or	• Beginning to use word endings (e.g. going, cats).
 Welcomes and values praise for what they have done. 	do, but can shift own attention	
 Enjoys responsibility of carrying out small tasks. 		 Uses intonation, rhythm and phrasing to make the meaning clear
 Is more outgoing towards unfamiliar people and more confident 	Understanding.	to others.
in new social situations.	 Responds to simple instructions, e.g. to get or put away an object. Beginning to understand 'why' and 'how' questions. 	
Managing feelings and behaviour		
• Begins to accept the needs of others and can take turns and share		
resources, sometimes with support from others.		
Can usually tolerate delay when needs are not immediately met,		
and understands wishes may not always be met.		
• Can usually adapt behaviour to different events, social situations		
and changes in routine.		
Moving and Handling.		Reading.
Moves freely and with pleasure and confidence in a range of	Boutique Paris R6	•Has some favourite stories, rhymes, songs, poems or jingles.
ways, such as slithering, shuffling, rolling, crawling, walking,	3 Server up	•Repeats words or phrases from familiar stories.
running, jumping, skipping, sliding and hopping. • Runs skilfully and negotiates space successfully, adjusting speed	Bentique Sery Rhyne	 Fills in the missing word or phrase in a known rhyme, story or game, e.g. 'Humpty Dumpty sat on a'.
or direction to avoid obstacles.	at & ale and a	game, e.g. numpty bumpty sat on a
• Can stand momentarily on one foot when shown.		•Enjoys rhyming and rhythmic activities.
 Draws lines and circles using gross motor movements. 		• Listens to and joins in with stories and poems, one-to-one and
		also in small groups.
Health and Self Care		Joins in with repeated refrains and anticipates key events and
 Can tell adults when hungry or tired or when they want to rest or 		phrases in rhymes and stories.
play.		
Observes the effects of activity on their bodies.		Writing.
 Understands that equipment and tools have to be used safely. 		 Sometimes gives meaning to marks as they draw and paint.
		•Ascribes meanings to marks that they see in different places.
Numbers.	The world.	Exploring and using media and materials
 Recites some number names in sequence. 	•Comments and asks questions about aspects of their familiar	• Enjoys joining in with dancing and ring games.
 Uses some number names and number language spontaneously. 	world such as the place where they live or the natural world.	• Sings a few familiar songs.
•Uses some number names accurately in play. •Recites numbers in	 Talks about why things happen and how things work. 	 Beginning to move rhythmically.
order to 10		Imitates movement in response to music.
	People and communities.	• Taps out simple repeated rhythms.
Shape, space and measure.	 Recognises and describes special times or events for family or 	• Explores and learns how sounds can be changed
 Shows an interest in shape and space by playing with shapes or 	friends.	Being Imaginative
making arrangements with objects.	 Shows interest in different occupations and ways of life. 	Creates movement in response to music.
		• Creates movement in response to music.

 Shows interest in shape by sustained construction activity or by talking about shapes or arrangements. Beginning to talk about the shapes of everyday objects, e.g. 'round' and 'tall'. 	Technology. •Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. •Knows that information can be retrieved from computers	 Sings to self and makes up simple songs. Makes up rhythms. Captures experiences and responses with a range of media, such as music, dance and paint and other materials or words.
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