



SINGLETON C OF E PRIMARY SCHOOL



Common Play Behaviours – Skills Progression

This is a tool to ensure challenge for all learners using Continuous Provision and to add resources through the year.

The resources to facilitate the skills are not defined to a particular level of skill but provides ideas of how to layer resources up into Continuous Provision as the children's skills develop in each area.



Small World Area

Behaviour	Imitates and represents objects as another	Represents an environment	Creates narrative around play	Recalls past events	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Represents a range of resources as chosen objects Able to find a resource for a given purpose to fit in with their narrative 	<ul style="list-style-type: none"> Create an environment that they have created/imagined Children design and imagine their own story setting 	<ul style="list-style-type: none"> Uses story language and story features to create a narrative of their own 	<ul style="list-style-type: none"> Able to intertwine their own experiences with the experiences of others Creates shared narratives 	Open ended resources - pine cones, rocks, pebbles, buttons, lollipop sticks, small bits of material, sticks, peg dolls, foliage Mini me character photos Animals (organised into animal groups)
Developing Skill	<ul style="list-style-type: none"> Represents objects as different objects Explains what they are (e.g.: - This is my car) Talks expressively about the object they have represented as something else 	<ul style="list-style-type: none"> Represent/create environments from stories 	<ul style="list-style-type: none"> Uses some story language in their play - familiar lines from stories, familiar story themes 	<ul style="list-style-type: none"> Articulates thoughts and feelings through narrative 	Characters from familiar stories Doll's house and house furniture Mini me character photos Animals
Emerging Skill	<ul style="list-style-type: none"> Imitates sounds (e.g.: - Vehicles and animals) Represents objects as what they are 	<ul style="list-style-type: none"> Represent an environment that they are familiar with 	<ul style="list-style-type: none"> Explains their actions in small world play (e.g.: - Pretend the man is walking) 	<ul style="list-style-type: none"> Reacts their experiences through a narrative 	Artificial grass Coloured fabric Cars, vehicles Figures from stories/ TV/ movies Fairy-tale characters Animals



Construction Area

Behaviour	Creates a structure	Special awareness	Constructs with a purpose in mind	Resources to facilitate CPB
Extended skill	<ul style="list-style-type: none"> Combines resources to create a structure Builds more elaborate structures. Includes systems (e.g.: - Pathways, roads, bridges etc.) and adds detail to structure Ensures model is stable 	<ul style="list-style-type: none"> Build a house/model with different rooms or different parts Uses smaller blocks/ construction tools to create intricate structures 	<ul style="list-style-type: none"> Change, adapt and modify model to serve a purpose Combine construction resources to create model Creates a design before they construct 	Small blocks Kapla Meccano Nuts and bolts Handles Wheels and axels Knex Squared paper/design sheets
Developing Skill	<ul style="list-style-type: none"> Uses resources to construct buildings Positions resources both vertically and horizontally 	<ul style="list-style-type: none"> Connects buildings and structures (e.g.: - Putting a road between buildings). Select the appropriate sized blocks/construction resources for their chosen purpose. Select the appropriate sized blocks/construction resources for chosen workspace. Understands safety elements (e.g.: - If tower is taller than themselves then it might hurt them if it falls) 	<ul style="list-style-type: none"> Knows what they want to build when they begin to construct Plans what they will use 	Lego Mobilo Small blocks Large Blocks Coloured blocks Kapla Squared paper
Emerging Skill	<ul style="list-style-type: none"> Uses resources to build towers. Builds vertical models 	<ul style="list-style-type: none"> Constructs in a large space with large blocks Constructs in a small space with small blocks 	<ul style="list-style-type: none"> Has an idea about what they will build before they begin Selects resources they need as they go 	Duplo Stickle bricks Mobilo Small block Large blocks



Role Play area

Behaviour	Express emotions and feelings	Acts in a role	Creates narrative around play	Recalls past events	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Expresses a range of emotions through role play Responds to scenarios in role play with empathy 	<ul style="list-style-type: none"> Plays as different roles. Uses different voices and expressions Takes on a range of roles confidently 	<ul style="list-style-type: none"> Uses story language and story features to create a narrative of their own Creates shared narratives 	<ul style="list-style-type: none"> Able to intertwine their own experiences with the experiences of others 	Material, scarves, cloaks Hats, ties, bags, purses, jewellery Pillowcases (for children to create their own outfits with)
Developing Skill	<ul style="list-style-type: none"> Expresses some emotions through role play Shows an awareness of the feelings of other 'characters' feelings in joint role play 	<ul style="list-style-type: none"> Dresses in different outfits to become different characters Uses props to develop their chosen character role Acts out both familiar and imaginative scenarios 	<ul style="list-style-type: none"> Uses some story language in their play - familiar lines from stories, familiar story themes Describes what they are doing in their role play 	<ul style="list-style-type: none"> Articulates thoughts and feelings through narrative 	Till and coins Selection of play food Household objects Role play outfits <i>Begin to introduce more open-ended resources</i> Babies and baby clothes
Emerging Skill	<ul style="list-style-type: none"> Laughs and smiles in role. Pretends to cry in role 	<ul style="list-style-type: none"> Plays in role as themselves in situations that are within their experience Acts out common scenarios 	<ul style="list-style-type: none"> Talks about and explains their actions in role play 	<ul style="list-style-type: none"> Reacts their experiences through a narrative 	Selection of play food Household objects - e.g.: - Brush and dustpan, pots and pans, bowls, plates etc. Role play outfits - e.g.: - Hi vis jackets, police outfit, nurse outfit etc.



Malleable Area

Behaviour	Rolling	Moulding	Cutting	Shaping	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> • Uses rolling pin to roll dough/clay flat with pressure • Ensures they have rolled dough to desired size/ shape 	<ul style="list-style-type: none"> • Chooses tools to create a desired shape, size, texture 	<ul style="list-style-type: none"> • Uses cutting tools to create a desired shape • Uses cutting tools to cut away any excess dough/ clay 	<ul style="list-style-type: none"> • Uses tools to add detail • Creates more intricate shapes • Able to use tools to manipulate dough/ clay to add detail 	Modelling clay Clay and clay tools Clay boards Water - (to be used to shape and mould clay) Lollipop sticks, matchsticks etc.
Developing Skill	<ul style="list-style-type: none"> • Uses rolling pin to flatten dough/ clay with some necessary pressure 	<ul style="list-style-type: none"> • Explores the way tools create different textures 	<ul style="list-style-type: none"> • Uses cutters to cut out shapes in dough/ clay • Uses tools to cut away excess dough 	<ul style="list-style-type: none"> • Smooths dough with hands/ fingers to shape it • Roll's dough in hands to shape it 	Extruders with patterned ends Plastic knives Metal trays and tins in different sizes Introduce tougher malleable materials like clay
Emerging Skill	<ul style="list-style-type: none"> • Uses rolling pin to roll dough/ clay 	<ul style="list-style-type: none"> • Uses hands to flatten dough/ clay • Uses hands to squash, bend, twist and stretch dough/ clay 	<ul style="list-style-type: none"> • Tears dough/ clay with fingers • Splits up dough using hands 	<ul style="list-style-type: none"> • Squashes dough with hands and fingers to shape it 	Play Dough Muffin tins Metal trays Cookie cutters Rolling pins Dough stampers Bowls and dishes



Workshop Area

Behaviour	Cutting	Fixing/Joining	Stick/ Collage	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> • Uses scissors with increased control to cut out a desired shape • Uses scissors to cut thicker materials such as card 	<ul style="list-style-type: none"> • Plans how they will fasten things together • Checks that fastening is secure • Selects media to achieve desired effect 	<ul style="list-style-type: none"> • Make decisions about what they will use to stick - which will be most effective way to stick? • Controls glue spatula to spread glue • Makes decisions about what the correct amount of tape/ glue to use is 	Scissors, hole punch, cello tape, masking tape, stapler Paper clips, Treasury tags Glue/ PVA glue Range of paper/card Lollipop sticks, match sticks, pom poms, feathers, sequins, beads, buttons Support using glue gun
Developing Skill	<ul style="list-style-type: none"> • Some control over scissors to cut materials • Holds scissors correctly 	<ul style="list-style-type: none"> • Fastens paper and card together with success • Beginning to explore techniques to join thicker materials 	<ul style="list-style-type: none"> • Able to use glue/tape to fasten thicker materials together • Sticks carefully selected items together to achieve desired purpose • Uses sticking resources to explore creating different textures 	Scissors, cello tape, masking tape Large and small boxes Thick and thin card Paper, tissue paper, crepe paper Bottles, tubes PVA glue Glue sticks Lollipop sticks, match sticks, pom poms, feathers, sequins, beads, buttons
Emerging Skill	<ul style="list-style-type: none"> • Uses scissors with two hands to cut a piece of paper • Tears materials to make them the desired size/ shape • Begins to make snips in paper 	<ul style="list-style-type: none"> • Explores fastening resources together using available resources 	<ul style="list-style-type: none"> • Uses glue to attempt to stick but may not be secure • Able to use glue to fasten paper/ thin resources together • Sticks objects randomly onto paper/ card 	Masking tape, PVA glue Card Paper, tissue paper, crepe paper Boxes, tubes Lollipop sticks, match sticks, pom poms, feathers



Painting Area

Behaviour	Mixing	Printing	Mark Making/ Painting	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Experiments with different tones and shades Makes choices about what colours they will mix Mixes an intended colour for an intended purpose 	<ul style="list-style-type: none"> Prints to create patterns and pictures Prints with a range of colours. Carefully plans where they will print and what they will print 	<ul style="list-style-type: none"> Express their thoughts and ideas with paint Observes objects on display when painting and responding with paint Uses a range of movements and brush strokes to paint 	Mixing cards Paint sample cards Different sized paint brushes Range of paper Choice of working horizontally or vertically (easel or table top) Artwork examples from artists
Developing Skill	<ul style="list-style-type: none"> Uses primary colours to mix secondary colours Explores the properties of colours as they mix Mixes colour for a desired purpose 	<ul style="list-style-type: none"> Paints onto chosen printing tool before printing Takes time when printing 	<ul style="list-style-type: none"> Uses horizontal and vertical brush strokes to paint Paints a desired picture Gives meaning to the marks that they make 	Different sized paint brushes Powder paint Poster paint Mixing cards Water Palettes Range of paper
Emerging Skill	<ul style="list-style-type: none"> Experiments with colour mixing but with no intention to mix a certain colour 	<ul style="list-style-type: none"> Explores printing with different objects Prints randomly on paper Puts printing tool into paint then prints on paper 	<ul style="list-style-type: none"> Covers the paper in paint Paints in random directions 	Paint brushes Poster paint Water Palettes

Sand Area

Behaviour	Dig	Mould	Sieve	Bury/ Enclose	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Selects the most appropriate scoop/ spade for digging Digs with control Digs for a desired purpose 	<ul style="list-style-type: none"> Uses a range of containers/ moulds to create intricate sand creations Uses spades/ scoops/ buckets to make sand into desired shapes 	<ul style="list-style-type: none"> Sieves sand for a desired effect Sieves sand for a desired purpose Sieves sand to filter out larger objects 	<ul style="list-style-type: none"> Buries and covers up resources Pats sand down to cover up resources Uses spades/ scoops to bury objects 	Potato mashers Colander Kitchen utensils Different sized containers Sieves with small holes/ large holes
Developing Skill	<ul style="list-style-type: none"> Scoops sand up using scoop/ spade Moves sand from A to B using a spade Loses little sand off the spade Able to dig a hole or space in sand 	<ul style="list-style-type: none"> Free play with hands - makes shapes, heaps and tunnels Fills moulds and shapes and turns over to make shape Recognises that damp sand holds shape 	<ul style="list-style-type: none"> Recognises that dry sand falls freely through fingers/ sieve 	<ul style="list-style-type: none"> Free play with hands. Uses hands to cover up objects 	Ice cube moulds Irregular shaped moulds Different sized sieves, Different sized buckets, containers Short-handled scoops/ spades
Emerging Skill	<ul style="list-style-type: none"> Explores moving sand using spade/ scoops Digs using hands Lifts sand in hands and places back down 	<ul style="list-style-type: none"> Makes impressions using hands, fingers, knees, arms Fills containers/ buckets with sand Pats down sand to make it smooth 	<ul style="list-style-type: none"> Sifts sand through fingers. Explores and observes the way sand moves through sieve 	<ul style="list-style-type: none"> Covers their hands and fingers in sand 	Different shaped moulds Buckets Spades, scoops - long and short handled Sieves



Water Area

Behaviour	Pouring	Filling	Transporting	Mixing	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> • Pours an amount of water into a chosen container • Pours with increased accuracy with less spilling 	<ul style="list-style-type: none"> • Fills a container to their intended point of fill • Starting to read scales when filling 	<ul style="list-style-type: none"> • Spills little or no water when transporting • Does not fill the container to the top - shows an awareness of how much they can carry without spilling • Plans and uses the most effective ways to transport water to avoid spillages 	<ul style="list-style-type: none"> • Understands what will happen to the water when they mix it • Loses little or no water when mixing 	Spoons with slots and holes in Measuring spoons Different sized spoons Jugs with spouts Jugs with handles Piping Pipettes, basters
Developing Skill	<ul style="list-style-type: none"> • Pours slowly into an intended place (e.g.: - Back into the tray or in another container as not to lose any 	<ul style="list-style-type: none"> • Fills containers with increasing control. • Fills containers with a desired amount 	<ul style="list-style-type: none"> • Carefully carries water from A to B but spills a little • Explores using a range of resources and techniques to transfer water for example pipets 	<ul style="list-style-type: none"> • Mixes slowly as not to spill • Increased control when mixing • Mixes with a goal in mind for example to make potions 	Different sized containers Pots and pans Colanders Kitchen utensils Natural materials Funnels Some transparent containers Whisks
Emerging Skill	<ul style="list-style-type: none"> • Tips to pour quickly • Drops objects into the water • Observes as they pour water from container to container • Observes the way water moves 	<ul style="list-style-type: none"> • Fills containers until they overflow • Randomly fills different containers 	<ul style="list-style-type: none"> • Carries water from A to B but spills large amounts of water along the way • Explores the way water moves and is transported • Tries to catch water as it is transported 	<ul style="list-style-type: none"> • Explores the way water moves as they mix and stir it • Spills some water when mixing 	Different sized beakers Different sized containers Irregular shaped containers Buckets Water wheel



Science Area

Behaviour	Observe	Investigate/ Experiment	Test	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> • Closely observes experiments over a number of days • Discusses what their observations tell them • Seeks out things to observe to find things out 	<ul style="list-style-type: none"> • Records their findings in their own way • Makes decisions about what will be the most effective resources to use to carry out experiment 	<ul style="list-style-type: none"> • Tests ideas and theories • Plans what they will do next based on their findings 	Sorting trays, collecting pots, Cameras Notebooks, notepads, clipboards
Developing Skill	<ul style="list-style-type: none"> • Observes something with interest. • Notices and comments on change in their environment, outdoors • Asks questions about what they have observed 	<ul style="list-style-type: none"> • Uses appropriate resources to carry out chosen test • Formulates a hypothesis about what they think will happen and why 	<ul style="list-style-type: none"> • Plans a test - considering what it is that they want to find out • Thinks about how they can find out the answer to their question 	Mirrors Pull/push toys Range of materials Range of objects Springs, spinners Timers Magnets
Emerging Skill	<ul style="list-style-type: none"> • Observes the immediate world around them • Comments on what they can see 	<ul style="list-style-type: none"> • Explores cause and effect 	<ul style="list-style-type: none"> • Explores cause and effect but changes a variable (e.g.: - Floating and sinking - will it float if there is more water?) 	Goggles, magnifying glasses, binoculars Range of materials Range of interesting objects



Mud Kitchen

Behaviour	Concoct/imagine	Problem solve	Actions	Purpose	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Expands variety of concoctions including magical/fantasy themes- magical drinks, potions, lotions and medicines. 	<ul style="list-style-type: none"> Uses new equipment in a variety of scenarios Will talk to peers and work together to solve a problem 	<ul style="list-style-type: none"> Sharing out serving ladling whisking moulding crushing mashing measuring boiling sieving 	<ul style="list-style-type: none"> Can follow a recipe that uses simple language and words in line with phonic knowledge. Works through all stages of process of making something combining ingredients, cooking and serving 	Recipes Ladles Whisks Moulds Pestle and mortar Masher Measuring cups/spoons Measuring jugs/scales sieve
Developing Skill	<ul style="list-style-type: none"> Adds imagination to what they create worm pie, slime cake, eye ball soup 	<ul style="list-style-type: none"> Uses trial and error multiple times to effectively use a new piece of equipment Will observe peers and learn from what they are doing 	<ul style="list-style-type: none"> scooping stirring mixing transferring patting/smoothing adding picking chop 	<ul style="list-style-type: none"> Can follow a recipe that use pictorial representations Has an end goal in mind and can talk about ingredients and actions needed to reach goal 	Recipes (pictorial) Scoops Wooden spoons Bowls Metal spoons Plastic spoons Plastic knives Herbs Vegetables/fruit
Emerging Skill	<ul style="list-style-type: none"> Create familiar everyday meals- pies, cake, soup 	<ul style="list-style-type: none"> Explores how new resources work and incorporates them into play Asks for help with new equipment 	<ul style="list-style-type: none"> Splating/splashing Emptying Filling pouring 	<ul style="list-style-type: none"> With support can talk about what they are making and name ingredients that they are using Explores combining resources 	Mud Saucepans Bowls Big spoons Water



Writing

Behaviour	Marks	Meaning	Pencil grip	Purpose	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Becomes aware of letter/sound connections Writes recognisable letters/words/phrases 	<ul style="list-style-type: none"> Can read back writing to an adult Uses phonic knowledge to support with spelling Beginning to understand use of punctuation 	<ul style="list-style-type: none"> Modified tripod/tripod grip Dominant hand is developed 	<ul style="list-style-type: none"> Experiments with different forms of writing Able to talk about the purpose of writing 	Sound mats Key words Variety of templates Notebooks
Developing Skill	<ul style="list-style-type: none"> Understands that writing and drawing are different Is aware of directionality Name and write recognisable letters 	<ul style="list-style-type: none"> Is aware that print has meaning Gives meaning to own marks 	<ul style="list-style-type: none"> Digital grip 	<ul style="list-style-type: none"> Write words that are familiar to them and their name Understands different forms and writing and mark makes to imitate this form of writing e.g shopping lists 	Name cards Whiteboards and pens Pens/pencils/crayons/chalks Variety of paper
Emerging Skill	<ul style="list-style-type: none"> Controls scribbles Draws circles. Lines and other patterns 	<ul style="list-style-type: none"> Marks do not communicate meaning Does not always look at paper when making marks 	<ul style="list-style-type: none"> Palmer/whole hand grasp 	<ul style="list-style-type: none"> Exploring how to make marks on paper 	Chunky pencils/pens Pencil control patterns



Funky Fingers

Behaviour	Posting (hand eye co-ordination)	Squeezing	Threading	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Small pegs onto peg boards Small matchsticks into small holes Balancing marbles on golf tees 	<ul style="list-style-type: none"> Tweezers to pick up small objects Tongs to pick up small objects Feed the tennis ball mouths (cut a slit in a ball and then squeeze to open it as a mouth shape) 	<ul style="list-style-type: none"> Threading smaller beads (pony beads) onto string or onto pasta stuck into dough) Threading beads onto pipe cleaners to make bracelets Weaving ribbon Hanging objects onto trees/twigs Threading nuts and bolts 	Pegs Pegboards Marbles Golf tees Tweezers Tongs Beads Pasta Ribbon Nuts and bolts
Developing Skill	<ul style="list-style-type: none"> Large pegs on pegboards Scoops/spoons to put objects into containers Balancing small balls on golf tees 	<ul style="list-style-type: none"> Pipettes to squeeze out one drop of liquid Sponges to squeeze out water Pegs onto cardboard shapes/pieces of ribbon 	<ul style="list-style-type: none"> Threading pasta onto string Threading pipe cleaners into colanders/plant pots/air flow balls Thread cut up straws onto pipe cleaners Threading leaves onto sticks 	Large pegs Scoops and spoons Small balls Pipettes Sponges Pegs Pasta Pipe cleaners straws
Emerging Skill	<ul style="list-style-type: none"> Putting coins/cards in a container with a slit Use of hands to post items into containers 	<ul style="list-style-type: none"> Popping bubble wrap Moulding dough into different shapes Washing up liquid bottles to empty liquid out 	<ul style="list-style-type: none"> Threading chunky beads onto pipe cleaners Threading tubing (cut up toilet rolls/ kitchen rolls) onto string 	Coins Posting boxes Bubble wrap Dough Chunky beads Pipe cleaners



Maths

Behaviour	Number	Shape/Pattern	Measures	Resources to facilitate play
Extended skill	<ul style="list-style-type: none"> Move or touch objects to count them Count objects that cannot be touched Count objects that cannot be seen e.g. sounds/claps Give a specified number from a larger group Subitise when in an irregular pattern Recognise numerals to 10 	<ul style="list-style-type: none"> Intentionally select a shape for a purpose e.g. A cylinder because it rolls Talk about the properties of 2D and 3D shapes Can identify a variety of 2D and 3D shapes Makes shape pictures without a template Spot an error in a pattern and correct 	<ul style="list-style-type: none"> Can use balance scales to determine which is heavier or lighter Beginning to measure items using non-standard units (cubes, paperclips, handprints) Can order 3 objects by size 	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations
Developing Skill	<ul style="list-style-type: none"> Say one number name for each object (one to one correspondence) Give someone a specified number of objects Subitise when in a regular pattern e.g. dice Recognise numerals to 5 Recognise different number representations 	<ul style="list-style-type: none"> Can spot real life shapes in the environment that match shapes within their play Can name basic 2D shapes (square, circle, rectangle, triangle) Comments on shapes of objects during play Makes shape pictures with a template Create an ABABAB pattern 	<ul style="list-style-type: none"> Explore balance scales/rulers/measuring tapes/measuring cylinders within play Can use full and empty to describe capacity Can use small/ big and tall/short to describe size Can you long and short to describe length 	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations



Emerging Skill	<ul style="list-style-type: none"> • Say number names to count objects, not necessarily in the right order • Can use number language within play • Beginning to recognise some numerals • Represent numbers on fingers 	<ul style="list-style-type: none"> • Select and rotate shapes to fit in a given space • Explore/play with shapes to build towers and make pictures • Can find two shapes that are the same • Continue a pattern that has been started 	<ul style="list-style-type: none"> • Direct comparison of 2 objects • Use of some language within play 	Counting objects 2D shapes 3D shapes Balance scales Rulers Measuring cylinders/jugs Subitising images Plastic numerals Dice Different number representations
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