St John's Primary School

Common Play Behaviours





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





Behaviour	Imitates and represents objects as another	Represents an environment	Creates narrative around play	Recalls past events	Resources to facilitate play
Extended Skill	 Represents a range of resources as chosen objects Able to find a resource for a given purpose to fit in with their narrative 	 Create an environment that they have created/imagined Children design and imagine their own story setting 	• Uses story language and story features to create a narrative of their own	 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's Animals
Developing Skill	 Represents objects as different objects Explains what they are (e.g.:-This is my car) Talks expressively about the object they have 	•Represent/create environments from stories	• Uses some story language in their play - familiar lines from stories, familiar story themes	•Articulates thoughts and feelings through narrative	Characters from familiar stories Doll's house and house furniture Mini me character photos Animals
Emerging Skill	 Imitates sounds (e.g.:-Vehicles and animals) Represents objects as what they are 	• Represent an environment that they are familiar with	•Explains their actions in small world play (e.g.:- Pretend the man is walking)	 Reacts their experiences through a narrative 	Artificial grass Coloured fabric Cars, vehicles Figures from stories/ TV/ films



Construction Area





Behaviour	Creates a structure	Special awareness	Constructs with a purpose in mind	Resources to facilitate
Extended Skill	•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	Build a house/model with different rooms or different parts Uses smaller blocks/construction tools to create intricate structures	 Change, adapt and modify model to serve a purpose Combine construction resources to create model Creates a design before they construct 	Small blocks Mobilio Meccano Nuts and bolts Handles Wheels and axels Knex Squared paper/design sheets Lego Loose parts- natural resources
Developing Skill	Uses resources to construct buildings Positions resources both vertically and horizontally	 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) 	•Knows what they want to build when they begin to construct •Plans what they will use	Lego Mobilo Small blocks Large Blocks Loose parts Coloured blocks Squared paper
Emerging Skill	Uses resources to build towers.Builds vertical models	 Constructs in a large space with large blocks Constructs in a small space with small blocks 	•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





Behaviour	Express emotions and feelings	Acts in a role	Creates narrative around play	Recalls past events	Resources to facilitate play
Extended Skill	•Expresses a range of emotions through role play •Responds to scenarios in role play with empathy	•Plays as different roles. •Uses different voices and expressions •Takes on a range of roles confidently	•Uses story language and story features to create a narrative of their own •Creates shared narratives	•Able to intertwine their own experiences with the experiences of others	Material, scarves, cloaks Hats, ties, bags, purses, jewellery
Developing Skill	•Expresses some emotions through role play •Shows an awareness of the feelings of other 'characters' feelings in joint role play	 Dresses in different outfits to become different characters Uses props to develop their chosen character role Acts out both familiar and imaginative scenarios 	•Uses some story language in their play - familiar lines from stories, familiar story themes •Describes what they are doing in their role play	•Articulates thoughts and feelings through narrative	Till and coins Selection of play and real food and Household objects Role play outfits Begin to introduce more open-ended resources Babies and baby clothes
Emerging Skill	Laughs and smiles in role.Pretends to cry in role	 Plays in role as themselves in situations that are within their experience Acts out common scenarios 	•Talks about and explains their actions in role play	•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.

Malleable Area





Behaviour	Rolling	Moulding	Cutting	Shaping	Resources to facilitate play
Extended Skill	 Uses rolling pin to roll dough/clay flat with pressure Ensures they have rolled dough to desired size/shape 	• Chooses tools to create a desired shape, size, texture	 Uses cutting tools to create a desired shape Uses cutting tools to cut away any excess dough/ clay 	 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	Uses rolling pin to flatten dough/ clay with some necessary pressure	• Explores the way tools create different textures	 Uses cutters to cut out shapes in dough/ clay Uses tools to cut away excess dough 	 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	Uses rolling pin to roll dough/ clay	 Uses hands to flatten dough/ clay Uses hands to squash, bend, twist and stretch dough/ clay 	Tears dough/ clay with fingersSplits up dough using hands	• Squashes dough with hands and fingers to shape it	Play Dough Metal trays cutters Rolling pins Dough stampers Bowls and dishes



Making Table/Area





Behaviour	Cutting	Fixing/ joining	Stick/collage	Resources to facilitate play
Extended Skill	Uses scissors with increased control to cut out a desired shape Uses scissors to cut thicker materials such as card	 Plans how they will fasten things together Checks that fastening is secure Selects media to achieve desired effect 	 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	 Some control over scissors to cut materials Holds scissors correctly 	 Fastens paper and card together with success Beginning to explore techniques to join thicker materials 	 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
Emerging Skill	 Uses scissors with two hands to cut a piece of Tears materials to make them the desired size/ shape Begins to make snips in paper 	• Explores fastening resources together using available resources	 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 Table



Behaviour	Mixing	Printing	Mark making/painting	Resources to facilitate play
Extended Skill	Experiments with different tones and shades Makes choices about what colours they will mix Mixes an intended colour for an intended purpose	 Prints to create patterns and pictures Prints with a range of colours. Carefully plans where they will print and what they will print 	 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	 Uses primary colours to mix secondary colours Explores the properties of colours as they mix Mixes colour for a desired purpose 	 Paints onto chosen printing tool before printing Takes time when printing 	 Uses horizontal and vertical brush strokes to paint Paints a desired picture Gives meaning to the marks that they make 	Different sized paint brushes Poster paint Mixing cards Water Palettes Range of paper
Emerging Skill	Experiments with colour mixing but with no intention to mix a certain colour	 Explores printing with different objects Prints randomly on paper Puts printing tool into paint then prints on paper 	Covers the paper in paintPaints in random directions	Paint brushes Poster paint Water Palettes

Sand Area







Behaviour	Dig	Mould	Sieve	Bury/Enclose	resources to facilitate play
Extended Skill	 Selects the most appropriate scoop/ spade for digging Digs with control Digs for a desired purpose 	 Uses a range of containers/ moulds to create intricate sand creations Uses spades/ scoops/ buckets to make sand into desired shapes 	 Sieves sand for a desired effect Sieves sand for a desired purpose Sieves sand to filter out larger objects 	 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	• 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	 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 	• Recognises that dry sand falls freely through fingers/ sieve	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	 Explores moving sand using spade/scoops Digs using hands Lifts sand in hands and places back down 	 Makes impressions using hands, fingers, arms Fills containers/ buckets with sand Pats down sand to make it smooth 	 Sifts sand through fingers. Explores and observes the way sand moves through sieve 	• 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	Pours an amount of water into a chosen container Pours with increased accuracy with less spilling	•Fills a container to their intended point of fill •Starting to read scales when filling	• 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	• 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, Guttering and pipes. Large and small stands
Developing Skill	• Pours slowly into an intended place (e.g.: - Back into the tray or in another container as not to lose any	 Fills containers with increasing control. Fills containers with a desired amount 	 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 	 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	 Tips to pour quickly Drops objects into the water Observes as they pour water from container to container Observes the way water moves 	•Fills containers until they overflow •Randomly fills different containers	 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 	•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

Mud Kitchen







Behaviour	Concoct/imagine	Problem solve	Actions	Purpose	Resources to facilitate play
Extended Skill	• Expands variety of concoctions including magical/fantasy themes- magical drinks, potions, lotions and medicines.	• Uses new equipment in a variety of scenarios • Will talk to peers and work together to solve a problem	 Sharing out serving ladling whisking moulding crushing mashing measuring boiling sieving 	 Can follow a recipe that uses simple language and words in line with phonic knowledge. Works through all stages of process of making something combing ingredients, cooking and serving 	Recipes Ladles Whisks Moulds Pestle and mortar Masher Measuring cups/spoons Measuring jugs/scales sieve
Developing Skill	•Adds imagination to what they create worm pie, slime cake, eye ball soup	 Uses trial and error multiple times to effectively use a new piece of equipment Will observe peers and learn from what they are doing 	 scooping stirring mixing transferring patting/smoothing adding picking chop 	 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	• Create familiar everyday mealspies, cake, soup	•Explores how new resources work and incorporates them into play •Asks for help with new equipment	Splatting/splashingEmptyingFillingpouring	•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