EYFS Music



Music

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas.

Music is taught cross curricular every day during both adult directed and child initiated learning. E.g. playing instruments, singing songs.

We record Music through observations which can be seen on Tapestry in Nursery and Reception. Tapestry is an online learning journal which consists of pictures of children's work, children's voice, moments from home e.g. singing along with songs in the car, adult led activities, independent activities as well as child initiated learning (this is where children can choose where to work and we scaffold their learning).

Examples of some activities that can be seen across the year in EYFS are:

- Singing nursery rhymes and songs
- Dance routines
- Performing Christmas play
- · Learning songs linked to our theme and maths
- Making our own musical instruments

Below is the EYFS statements taken from Birth to 5 that children need to meet during Nursery and Reception. You can see the progression from Range 5 to Early Learning Goals (ELG). ELG is where children should be at the end of Reception. Music is mostly seen in Expressive Arts and Design (EAD).

	Expressive Arts and Design (EAD)
Range 5	Creating with Materials
	 Explores and learns how sounds and movements can be changed Continues to explore moving in a range of ways, e.g. mirroring, creating own movement patterns Enjoys joining in with moving, dancing and ring games Sings familiar songs, e.g. pop songs, songs from TV programmes, rhymes, songs from home Taps out simple repeated rhythms Develops an understanding of how to create and use sounds intentionally
Range 6	Creating with Materials
	 Begins to build a collection of songs and dances Makes music in a range of ways, e.g. plays with sounds creatively, plays along to the beat of the song they are singing or music they are listening to
ELG	Creating with Materials
	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; Share their creations, explaining the process they have used; Make use of props and materials when role playing characters in narratives and stories.