



# St Hugh of Lincoln

## R.C Primary School

### Small World Area Progression Map

Behaviour	Imitates and represents objects as another	Represents an environment	Creates narrative around play	Recalls past events	Resources to facilitate play
<b>Extended skill</b>	<ul style="list-style-type: none"> <li>Represents a range of resources as chosen objects</li> <li>Able to find a resource for a given purpose to fit in with their narrative</li> </ul>	<ul style="list-style-type: none"> <li>Create an environment that they have created/imagined</li> <li>Children design and imagine their own story setting</li> </ul>	<ul style="list-style-type: none"> <li>Uses story language and story features to create a narrative of their own</li> </ul>	<ul style="list-style-type: none"> <li>Able to intertwine their own experiences with the experiences of others</li> <li>Creates shared narratives</li> </ul>	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)

<b>Developing Skill</b>	<ul style="list-style-type: none"> <li>• Represents objects as different objects</li> <li>• Explains what they are (e.g.:- This is my car)</li> <li>• Talks expressively about the object they have represented as something else</li> </ul>	<ul style="list-style-type: none"> <li>• Represent/create environments from stories</li> </ul>	<ul style="list-style-type: none"> <li>• Uses some story language in their play - familiar lines from stories, familiar story themes</li> </ul>	<ul style="list-style-type: none"> <li>• Articulates thoughts and feelings through narrative</li> </ul>	Characters from familiar stories Doll's house and house furniture Mini me character photos Animals
<b>Emerging Skill</b>	<ul style="list-style-type: none"> <li>• Imitates sounds (e.g.:- Vehicles and animals)</li> <li>• Represents objects as what they are</li> </ul>	<ul style="list-style-type: none"> <li>• Represent an environment that they are familiar with</li> </ul>	<ul style="list-style-type: none"> <li>• Explains their actions in small world play (e.g.:- Pretend the man is walking)</li> </ul>	<ul style="list-style-type: none"> <li>• Reacts their experiences through a narrative</li> </ul>	Artificial grass Coloured fabric Cars, vehicles Figures from stories/ TV/ movies Fairy-tale characters Animals