Learning in EYFS: 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. The aim of this document is to help subject leaders to understand how the skills taught across EYFS feed into national curriculum subjects.

This document demonstrates which early years outcomes are prerequisite skills for music within the national curriculum. The table below outlines the most relevant early years outcomes from 30-50 months to ELG, brought together from different areas of the Early Years Foundation Stage, to match the programme of study for music.

The most relevant early years outcomes for music are taken from the following areas of learning:

- Understanding the World
- Expressive Arts and Design

ELG – Early learning goal – The end product the children are aiming for by the end of their reception year.

Music			
30-50 Months	Expressive Arts and Design	Exploring and Using Media and Materials	• To sing a few familiar songs. • To imitate movement in response to music. • To tap out simple repeated rhythms. • To explore and learn how sounds can be changed.
		Being Imaginative	• To develop a preference for forms of expression. • To notice what adults do, imitating what is observed and then doing it spontaneously when the adult is not there. • To sing to self and make up simple songs. • To make up rhythms. • To capture experiences and responses with a range of media, such as music, dance and paint and other materials or words.
40-60 Months	Expressive Arts and Design	Exploring and Using Media and Materials	• To begin to build a repertoire of songs and dances. • To explore the different sounds of instruments.
		Being Imaginative	• To create simple representations of events, people and objects.
ELG	Understanding the World	Technology	• To recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.
	Expressive Arts and Design	Exploring and Using Media and Materials	• To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
		Being Imaginative	• To use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.