



ST. ALBAN'S CATHOLIC PRIMARY SCHOOL
SMALL WORLD PLAY
PROGRESSION OF SKILLS

Behaviour	Imitates and represents objects as another	Represents and 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 character photos Animals (organised into animal groups)
Developing Skill	Represents objects as different objects Explains what they are (eg. This is my car) Talks expressively about the object they have represented as something else	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 (eg. 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/ movies Fairy-tale characters Animals

