

Being Imaginative

Why this is important:

Being Imaginative helps children to make sense of things that they have seen or experienced. It provides children with opportunities to practice decision making and social skills such as sharing. It supports the development of creativity and intellectual development.

8-20m

- **Babies and toddlers need to explore the world and develop a range of ways to communicate before they can express their own ideas through arts and design. See Communication and Language; Physical Development; Personal, Social and Emotional Development**

16-26m

- **Pretends that one object represents another, especially when objects have characteristics in common.**

Providing your child with toys/ objects that have characteristics in common to help them express their imaginations and experiences e.g. using a remote as a telephone

22-36m

- **Beginning to make-believe by pretending**

Along side your child use their favourite toys and support them to use their imagination as they act out their experiences. For example, feeding their baby doll dinner, or pretending to be their favourite animal; moving around like the animal would.

30-50m

- **Engages in imaginative role-play based on own first-hand experiences**

Using resources in your house to support your child to act out their experiences. For example making dinner. Provide your child with pots, pans, and wooden spoons to help them use their imagination to make you 'dinner'.

40-60m

- **Plays cooperatively as part of a group to develop and act out a narrative.**

Join in playing alongside your child and support them to narrate their own play. Encourage them to take the lead and ask what you need to do? For example be the passenger whilst your child is the train driver taking you to the seaside. Ask some questions, Where are you going? What can you see out of the window? Who else will come on the train?

Early Learning Goal (reached typically by the end of the Reception year)

Children 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.