EYFS Early Learning Goals: Parent and Carers Guide



The Early Learning Goals (ELGs) are the goals or targets children are expected to achieve at the end of their reception year. They are not the curriculum, but an end point measure of what a child should be demonstrating at the end of the Early Years Foundation Stage. There are 17 ELGs across all the areas of learning as shown below.

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Area	Aspect	ELG
	Listening,	Listen attentively and respond to what they hear with relevant
	Attention and	questions,
	Understanding	comments and actions when being read to and during whole class
		discussions and small group interactions.
		Make comments about what they have heard and ask questions to
<u> </u>		their teacher and peers.
l 8		clarify their understanding.
Communication & Language (C&L)		The state of the s
gen		Hold conversation when engaged in back-and-forth exchanges with
gut		their teacher and peers.
ķ La		
on §	Speaking	Participate in small group, class and one-to-one discussions, offering
atic		their own ideas, using recently introduced vocabulary.
ınic		
m		Offer explanations for why things might happen, making use of
omo		recently
3		introduced vocabulary from stories, non-fiction, rhymes and poems
		when appropriate.
		Express their ideas and feelings about their experiences using full
		sentences, including use of past, present and future tenses and making
		use of conjunctions, with modelling and support from their teacher.
		and on conjunctions, that measuring and capper them them tous new
(Self -	Show an understanding of their own feelings and those of others, and
ED	Regulation	begin to regulate their behaviour accordingly.
(P§		
ent		Set and work towards simple goals, being able to wait for what they
evelopment (PSED)		want and control their immediate impulses when appropriate.
elo		
dev		Give focused attention to what the teacher says, responding
al c		appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.
tion		Tollow Illstructions involving several ideas of actions.
mot	Managing Self	Be confident to try new activities and show independence, resilience
<u>ē</u>		and perseverance in the face of challenge.
an		
ia		Explain the reasons for rules, know right from wrong and try to behave
Personal, Social and emotional d		accordingly.
ıal,		
son		Manage their own basic hygiene and personal needs, including
Per		dressing, going to the toilet and understanding the importance of
		healthy food choices.

	Building Relationships	Work and play cooperatively and take turns with others.
		Form positive attachments to adults and friendships with peers.
		Show sensitivity to their own and to others' needs.
	Gross Motor Skills	Negotiate space and obstacles safely, with consideration for themselves and others.
(PD)		Demonstrate strength, balance and coordination when playing.
Physical Development (PD)		Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.
sical Dev	Fine Motor Skills	Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases.
Phy		Use a range of small tools, including scissors, paintbrushes and cutlery.
		Begin to show accuracy and care when drawing.
	Comprehension	Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.
		Anticipate (where appropriate) key events in stories.
		Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role play.
<u> </u>	Word Reading	Say a sound for each letter in the alphabet and at least 10 digraphs.
Literacy (I		Read words consistent with their phonic knowledge by soundblending.
		Read aloud simple sentences and books that are consistent with their phonic knowledge, including some common exception words.
	Writing	Write recognisable letters, most of which are correctly formed.
		Spell words by identifying sounds in them and representing the sounds with a letter or letters.
		Write simple phrases and sentences that can be read by others
(M)	Number	Have a deep understanding of number to 10, including the composition of each number.
Maths (M)		Subitise (recognise quantities without counting) up to 5.

		Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts) and some number bonds to 10, including double facts.
	Numerical Patterns	Verbally count beyond 20, recognising the pattern of the counting system.
		Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
		Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.
	Past & Present	Talk about the lives of the people around them and their roles in society.
		Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class.
		Understand the past through settings, characters and events encountered in books read in class and storytelling.
d (UTW)	People, Culture & Communities	Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.
erstanding the World (UTW)		Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class.
derstandir		Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, nonfiction texts and (when appropriate) maps.
Pun	The Natural World	Explore the natural world around them, making observations and drawing pictures of animals and plants.
		Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.
		Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.
e Arts (EAD)	Creating with materials	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
Expressive Arts and Design (EAD)		Share their creations, explaining the process they have used.
Exp and		Make use of props and materials when role playing characters in narratives and stories.

Being	Invent, adapt and recount narratives and stories with peers and thei
Imaginative and Expressive	teacher.
	Sing a range of well-known nursery rhymes and songs.
	Perform songs, rhymes, poems and stories with others, and (when
	appropriate) try to move in time with music.