

2-3 Arts, Crafts and Music

I Can Milestones

Our 'I Can' statements aim to provide you with a general overview of some of the typical developmental milestones your child might demonstrate at this age. It's really important to remember that your child will learn in their unique way and at their own pace, so their learning journey might look different to some of the milestones we've outlined.

If you have any concerns about your child's development, please speak to your health visitor or GP.

At two to three years old, I can...

express ideas and feelings through making marks and sometimes give meaning to the marks that I make, e.g. making marks to draw a face or to write my name.

enjoy and join in with actions, words and phrases from my favourite songs, rhymes and stories.

pretend play in different ways (role play, small world play, etc.), pretending that one object represents another. For example, I pretend a block is my phone.

explore a range of sound makers and instruments, playing them in different ways.

start to make marks intentionally, setting out to draw or mark make as my activity.

explore drawing and writing on different surfaces using different materials.
use my thumb and fingers to hold mark-making tools.
make rhythmical and repetitive sounds.
move and dance to music

use my imagination
to decide what I can do with
different materials and to
make simple models using these
different materials.

We have put together activities designed to support your child's creative development as part of our Twinkl Tots course. The course is based around play but all activities require little to no set-up - some you can do as part of your day-to-day routine!



Disclaimer: We hope you find the information on our website and resources useful. As far as possible, the contents of this resource are reflective of current professional research. However, please be aware that every child is different and information can quickly become out of date. The information given here is intended for general guidance purposes only and may not apply to your specific situation.

