

Physical Development

Throughout the year:

- A wide range of resources and tools are made available in the classroom to all children that aim to inspire creativity and build fine motor skills.
- Children have access to scooters, bikes and trikes in our outside area where children are able to develop their riding and balancing skills
- Independence is encouraged throughout the day, especially at times when children need to dress themselves. Our role-play area provides opportunities for children to practise dressing as part of their play.
- Children experience 'Treemendous Thursdays' once a week where they are able to explore a naturally rich and varied landscape. This assists in the development of movement and balance; providing opportunities for children to move more freely.
- Our outdoor environment provides opportunities for children to work with others, to move in new ways and explore larger loose parts.
- Children are given weekly movement sessions with the schools P.E co-ordinator.

Links to Development Matters:

- Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Go up steps and stairs, or climb up apparatus, using alternate feet.
- Skip, hop, stand on one leg and hold a pose for a game like musical statues.
- Use large-muscle movements to wave flags and streamers, paint and make marks.
- Start taking part in some group activities which they make up for themselves, or in teams.
- Increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm.
- Match their developing physical skills to tasks and activities in the setting. For
 example, they decide whether to crawl, walk or run across a plank, depending on
 its length and width.
- Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a small hole they dug with a trowel.
- Collaborate with others to manage large items, such as moving a long plank safely, carrying large hollow blocks.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.
- Use a comfortable grip with good control when holding pens and pencils.
- Show a preference for a dominant hand.
- Be increasingly independent as they get dressed and undressed, for example, putting coats on and doing up zips.

Movement sessions

Term	Key Vocabulary	Skills/Knowledge/Activities
Autumn 1-	Rolling, throwing, bouncing, high, low, arms, lift, push, target, up, down, arms, move	 Ball skills: Developing throwing skills and large muscle movement by throwing soft balls using two hands. Developing aiming skills by throwing towards a large target. Developing movement of gross motor skills by attempting to bounce soft balls using two hands. Developing the ability to roll balls towards a large target.

Autumn 2	Run, jump, throw, move, balance, speed, target, distance, jump, jumping, running, warm-up, cooldown, hop, walking, hopping, crawling, climbing	 Movement patterns: Development of movement through movement patterns including running, hopping and skipping at different speeds. Developing the ability to balance whilst moving across PE equipment at different speeds and heights.
Spring 1-	Dance, move, speed, fast, slow, quick, mood, happy, sad, cross, beat, tap, movement, actions, music, sing, beat, songs, rhymes, style, dancers, perform, rhythm, practise, balance	 Dance: Developing the ability to balance and freeze during Dancing games. Developing the ability to move in new ways to music by learning new dance moves. Beginning to recall and follow patterns of movement to music. Beginning to understand how we can move to a rhythm and beat
Spring 2-	Run, jump, throw, move, speed, balls, throwing, catching, target, distance, running, high jump, long jump, warm-up, cool-down, hop, hoping, skipping, lift, lifting, team, teamwork, dance, balance	 Movement games: Beginning to understand how they can work as a team. Development of moving in different ways through games eg running, hopping and skipping. Developing gross motor skills by throwing and rolling during games. Using large muscle movements as part of movement games such as lifting parachutes and waving flags.
Summer 1-	Throw, catch, target, team, kick, ball, running, speed, run, walk, legs, bend, arm, lift, push, roll	 Ball skills: Beginning to throw towards a smaller target using different sized balls. Beginning to attempt to catch large soft balls. Developing large muscle movements by kicking balls towards a large target. Development of moving at different speeds through games.
Summer 2-	Warm up, cool down, move, speed, skip, jump, high jump, long jump, hop, hopping, balance, dance, beat, tap, slow, fast,	 Movement skills: Developing movement of running at different speeds through games. Developing balancing skills through games by following directions. Developing large muscle movement by attempting to jump in different ways and land on their feet eg high, long Developing climbing skills by attempting to climb up PE equipment.