Area of Learning-Physical Development

Reception



Physical Development				
 that aim to inspire Children have acc that children are a As well as access t have focused liter them to improve f Children experien to explore a natur development of m children to move Our outdoor envir with others, to move 	esources and tools are made available in the classroom e creativity and build fine motor skills. sess to scooters, bikes and trikes in our outside area so able to develop their riding and balancing skills. to the classroom Writing Area, children in reception racy sessions that include a writing activity; allowing their pencil grip and writing confidence. Ice 'Fresh Air Fridays' once a week where they are able rally rich and varied landscape. This assists in the novement and balance; providing opportunities for	 Early Learning Goal Gross Motor Skills Negotiate space and obstacles safely, with consideration for themselves and others. Demonstrate strength, balance and coordination when playing. Move energetically, such as running, jumping, dancing, hopping, skipping and climbing. Fine Motor Skills Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. Use a range of small tools, including scissors, paintbrushes and cutlery. Begin to show accuracy and care when drawing 		
Movement sessions				
Term	Key Vocabulary	Skills/Knowledge/Activities		

Term	Key Vocabulary	Skills/Knowledge/Activities
Autumn 1-	Rolling, throwing, bouncing, high, low, arms, lift, push, target, up, down, arms, move, throw, catch, target, team, kick, ball, running, speed, run, walk, legs, bend, arm, lift, push, roll	 Ball skills: Revise all fundamental throwing skills that were previously acquired. rolling - running - crawling - hopping - walking - skipping - jumping - climbing Throw balls with increasing control towards a small target. Begin to throw towards a person with the intention for them to catch. Begin to bounce balls towards a human target with the intention for them to catch.

Autumn 2	Run, jump, throw, move, balance, speed, target, distance, jump, jumping, running, warm-up, cool-down, hop, walking, hopping, crawling, climbing	 Movement patterns: To run, hop and skip with increasing precision and co-ordination. Children begin to move across varied PE equipment with increasing confidence. Develop overall body-strength, balance and agility whilst moving in new ways.
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, practice, balance	 Dance: Recap previous learning; how to move to music, and to a beat. To follow patterns of movement to music with increasing confidence. Beginning to recall and follow patterns of movement to music with ease and fluency. To be able to move at different speeds to new rhythms and beats. To develop the ability to represent themselves through dance. To begin to explore and engage in music making and dance, performing solo or in groups.
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: Display teamwork and play co-operatively. To begin to demonstrate large muscle movement strength, co-ordination and balance during games. To apply ball skills with increasing control during games.
Summer 1-	Throw, catch, target, team, kick, ball, running, speed, run, walk, legs, bend, arm, lift, push, roll	 Ball skills: Kicking with increasing confidence towards a small target. Begin to smaller balls towards a human target with the intention for them to kick back. Developing large muscle movements by kicking balls towards goals. To move with increasing agility during ball 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: To display improved co-ordination whilst moving in different ways of moving (running, skipping, hopping) Independently combining different movements during games in order to succeed. Display large muscle strength during games by increasing movement speed. Display core strength and balance skills by moving with agility.