

## <u>Nursery to Reception Progression and Knowledge Organiser – PE (Physical Development)</u>



England Class Nursery	EYFS Curriculum: Development Matters — Physical Development — 3-4 Year Olds  Gross Motor  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 be 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.  Fine Motor  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					Progression towards ELG: 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 fluid writing  Use a range of small tools  Begin to show accuracy and care when drawing	
Curriculum	doing up zips.  Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
Coverage (Examples)	To construct a Gingerbread house using ginger biscuits, dolly mixtures and icing sugar Build a house outside Carve a pumpkin	Mark making with carrots on black paper — draw, write or create a pattern. Mark make with sticks in jelly/gloop Make a firework —paint & water on floor outside use brushes and leaves & sticks	Use the pipettes to fill the pond with water for the duck to float on. Chinese writing using fingers and brushes	Build a bridge for the goats to travel over. Provide children with straws, pegs, lolly sticks and twigs. Dress up as your favourite book character (WBD)	Sew a blanket for Grandma. Use binka, different coloured threads and safety needles Use Gym Trail (Field) To climb, pull and balance	To create a structure using jelly sweets and cocktail sticks Create a Bear hunt in the forest and field	

Wales/Scotland	EYFS Curriculum: Development Matters — Physical Development	Progression towards ELG:	
Classes	Gross Motor:	Gross Motor Skills:	
	• Revise and refine the fundamental movement skills they have already acquired:	<ul> <li>Negotiate space and obstacles safely, with</li> </ul>	
Reception	rolling, crawling, walking, jumping, running, hopping, skipping, climbing	consideration for themselves and others.	

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	<ul> <li>Develop the overall body strength, co-ordination, balance and agility needed to engage successfully with future physical education sessions and other physical disciplines including dance, gymnastics, sport and swimming.</li> <li>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</li> <li>Combine different movements with ease and fluency.</li> <li>Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group.</li> <li>Develop overall body-strength, balance, co-ordination and agility.</li> <li>Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting, and aiming.</li> <li>Develop confidence, competence, precision and accuracy when engaging in activities that involve a ball.</li> <li>Further develop the skills they need to manage the school day successfully: lining up and queuing, mealtimes</li> <li>Fine Motor Skills:</li> <li>Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing and writing, paintbrushes, scissors, knives, forks and spoons.</li> <li>Develop the foundations of a handwriting style which is fast, accurate and efficient.</li> </ul>				climbing  Fine Motor Skills:  • Hold a pencil effect fluid writing • Use a range of smo	playing such as running, hopping, skipping and dively in preparation for all tools bracy and care when
Curriculum	Develop the foundat	tions of a handwriting sti	3	te and efficient.		Summer 2: U2 -
Coverage (Examples)	Autumn 1 — Gymnastics, Body Management	Autumn 2 — Dance, Speed Agility Travel	Spring 1 — Gymnastics (U2), Manipulation and Coordination	Spring 2— Danc U2, Cooperate a Solve Problems	nd Manipulation &	Speed Agility Travel, U2 — Cooperate and Solve Problem

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Progression of Skills: These are skills expected by the end of Reception Year, and will be built towards across Nursery and Reception.					
	Fundamental Skills	Dance	Gymnastics	Athletics	
	Spatial awareness	Timing	Travel	Running	
	Children can navigate a space whilst moving around	Children to listen to	Children can use their bodies to	Children to run a short distance	
	an area. Children can change direction to avoid	music and move in time	move in different ways.	focused on technique and different	
	contact with another child.	with the beat.	Children can show control over their	sections of a race.	
	Throwing		body.	Children to run a long distance and	
	Children can use an under arm and over arm throw to	Tempo		understand pacing themselves.	
	hit a target.	Children to move faster	Jumping	Children to complete 200m without	
	Children understand how to be accurate by using an	or slower after listening	Children to show control by landing	walking on the school track.	
	aiming arm.	to a piece of music	on two feet in the correct landing		
			position (arms, knees & back).	Jumping	
	Control	Memory		Children to be able to perform a	
	Children can move in various ways e.g. jumping,	Children to copy a	Balance	standing long jump (two feet to two	
	hopping, and running navigating the space effectively.	routine to music. Some	Children can use parts of their body	feet) and a long jump (one foot to	
		children to lead a small	to create a balance.	two feet).	
	Ball control	group.	Children to understand a balance is	Children to measure their jump and	
	Children can use small touches with their feet to keep		still and held for the count of 5.	understand how to improve their	
	the ball under control.	Coordination		technique.	
	Children can also bounce the ball and catch it.	Children to move	Linking shapes		
	Children to understand why we warm up and the	different body parts in	Children to show all shapes: tuck,	Throwing	
	changes that occur in our bodies.	time with the music.	pike, straddle, star and straight.	Children to use different throwing	
		Props to also be used to	Children to show good body tension	equipment (discuss, shotput and	
	Catching	develop coordination.	(good fingers and good toes).	javelin).	
	Children to use a cup shape to catch a tennis ball.			Children to understand the different	
	Children to throw the ball up with one hand and catch		Apparatus	techniques needed for each throw.	
	with two.		Children to show control on	_	
			different pieces of equipment.	Events	
	Striking		Benches, stools, climbing equipment	Children to compete in different	
	Children to use the correct grip (V-grip) with a tennis		and springboard.	events during the PE lessons and	
	racket.			Sports day.	
	Children to hit the ball towards a target with control.				

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	Racket strength			
	Children to be able to balance a beanbag on a racket.			
	Children to keep the racket straight only using one			
	hand.			
	Children can move around an area negotiating space			
	effectively whilst the beanbag is on their racket.			
	Fielding			
	Children can successfully retrieve a ball whilst it's			
	rolling away.			
	Children can block the ball and stop it from going past			
	them.			
Key	Control, under arm & over arm, space, direction,	Phrase, stimulus, control,	Control, travel, balance, jump,	Throw, jump, run, target, distance,
Vocab	target, accurate, cup shape (hand position), oxygen,	time, dynamics, time,	linking shape, landing, routine,	length, speed, stamina, pace
	striking, fielding, hit, bat, target, control, catching	rhythm, tempo	apparatus	