		Phy	ysical Development			
 Demonstrate streng Move energetically, ELG Fine Motor Skills Hold a pencil effection Use a range of small 	d ob <mark>stacles</mark> safely, with cor th, balance and coordinati <mark>su</mark> ch as running, jumping,	on when playing. dancing, hopping, sk nt writing – using the paint brushes and cu	ipping and climbing. e tripod grip in almost	1 1 1 mar	è C	
Area of learning	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Gross motor skills	To move safely within a given space. To stop safely To begin to develop control when using equipment To follow a path to take turns. To show control when jumping, hopping and balancing on tiptoes and one foot. To develop core muscle strength to support a good sitting position.	To run, change direction and stop on a given signal. To move in a variety of ways with increasing control To begin to make shapes with their body. To travel using different body shapes. To create short sequences using shapes, balances and travelling movements.	To demonstrate control over their body when moving around the hall To create short sequences using shapes, balances and travelling movements. To developing rocking and rolling. To safely explore apparatus, balancing, travelling and jumping safely; around, over and through.	To move in time to a piece of music, following the rhythm and use counting to help keep in time. To copy and create actions in time to a piece of music. To communicate ideas through movement, demonstrating confidence and imagination.	To throw and catch a ball with a partner. To roll and track a ball. To dribble a ball using hands and then feet. To develop accuracy when throwing at a target. To understand the effects of exercise on their body	To play by rules given and develop co-ordination. To learn to play as a team. To learn to play against an opponent. To follow instructions safely and carefully when playing team games.