## **Physical Development**

Physical activity is vital in children's all-round development, enabling them to pursue happy, healthy and active lives. Gross and fine motor experiences develop incrementally throughout early childhood, starting with sensory explorations and the development of a child's strength, co-ordination and positional awareness through tummy time, crawling and play movement with both objects and adults. By creating games and providing opportunities for play both indoors and outdoors, adults can support children to develop their core strength, stability, balance, spatial awareness, co-ordination and agility. Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being. Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy. Repeated and varied opportunities to explore and play with small world activities, puzzles, arts and crafts and the practice of using small tools, with feedback and support from adults, allow children to develop proficiency, control and confidence.

Development of skills in EYFS	Development of skills in Year 1	Key vocabulary
GMS	P.E	Warm up
Gymnastics skills	Indoor P.E will be exploring music and movement	Heart
Ways of moving on and off the equipment-jumping,	in dance and outdoor P.E we will be learning how to catch	Muscles
hopping, sliding, skipping, running, jogging, galloping.	and throw, working with partners and in small	Blood
Climbing	teams to improve sending and receiving skills.	Pumping
Balance	inventing our own team games.	Agility table
Stability	Skills  To move and be still under basic control so that	Mats
Co-ordination	movements are performed with accuracy and	Wall bars
Condition, Health and Well-being	clarity.	Monkey bars
Spatial awareness	To repeat and co-ordinate simple movement	jumping
Safe landings from equipment	combinations so that they link together.	hopping
Warm up	To use simple equipment with purpose and basic control.	sliding
Decision Making	Develop ball skills-throwing and catching,	skipping
Take risks	sending and receiving.	running
Talk about ways of moving and performance.	Develop own games.	jogging
	Condition, Health and Well-being To find and use space well showing an	galloping
Games skills	awareness of others and basic safety. How to use	monkey bars
<u>Use of different equipment</u>	simple tactics and compositional ideas with	ladders
Throwing	consistency. Some simple things they can do to	bikes
Catching	be healthy.	scooters
Kicking	<u>Decision Making</u> To recognise and copy simple actions and follow	balance bikes
Rolling	basic instructions with some accuracy.	
Sending	To describe what they and others are doing with	
Receiving	some accuracy.	

Forest school	To come up with and suggest ideas that relate to
Climbing	their performance
Balancing	
Sliding	
Balance	
Stability	
Co-ordination	
Condition, Health and Well-being	
Spatial awareness	
Safe landings from equipment	
Decision Making	
Take risks	
Compare to different environment	
Ride on toys and playground equipment	
Ways of moving on and off the equipment.	
Climbing	
Balance	
Stability	
Co-ordination	
Pedalling	
scooting	
Condition, Health and Well-being	
Spatial awareness	
Safe landings from playground equipment	
Dancing	
Balance	
Stability	
Co-ordination	
Cooperation	
performance	
Enrichment: Seaford Town Football Club visit with mascot, Jolf,	, Rockpooling-climbing on rocks.

Visitors:		

## Physical Development

ELG: Gross Motor Skills Children at the expected level of development will: - 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.

ELG: Fine Motor Skills Children at the expected level of development will: - 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, paint brushes and cutlery; - Begin to show accuracy and care when drawing.