

Eastfield, Taverham, Norwich, NR8 6PJ

Curriculum Progression Map for EYFS-Physical Development

	Autumn 1	Autumn 2	Spring	1	Spring 2	Summer 1	Summer 2				
Characteristics of	Playing and exploring – engagement: finding out and exploring, playing with what they know, being willing to have a go.										
Effective Learning	Active learning – motivation: being involved and concentrating, keeping trying, enjoying achieving what they set out to do. Creating and thinking critically- thought: having their own ideas, making links, choosing to do things, problem solving. At Ghost Hill we use Get Set 4 P.E.										
Themes	Guess Who?	Winter Wonderland	Roars and (Claws	Eye Spy	Telling Tales	What a Splash!				
Nursery	Introduction to PE	Fundamentals of PE	Gymnastics	Unit	Dance	Games	Ball skills				
PRIME AREA Physical	Unit 1	Unit 1	1		Unit 1	Unit 1	Unit 1				
Development (PD) -	Continue to develop th	eir movement, balancing, ric	Take part in simple Play with one or more other children,								
Gross motor skills -	bikes) and ball skills.			pretend play, using							
Fine motor skills	Go up steps and stairs, or climb up apparatus, using alternate feet.				an object to represent something						
	Skip, hop, stand on one leg, and hold a pose for a game like musical statues.				else even though they are not similar.						
	Use large-muscle movements to wave flags and streamers, paint and make marks.										
	Use small apparatus, tools, manipulatives, small world, construction, writing/painting materials to develop fine motor skills across the year.										

Tel: 01603 860334 **Email:** office@ghosthill.set.education **Website:** www.ghosthill.norfolk.sch.uk Ghost Hill Infant and Nursery School is proud to be part of the Sapientia Education Trust. **Website:** https://www.se-trust.org/



Reception	Introduction to PE	Fundamentals of PE Unit	Gymnastics	Unit	Dance	Games	Ball skills
	Unit 2	2	2		Unit 2	Unit 2	Unit 2
PRIME AREA Physical							
Development (PD) -	1. Show good control and coordination in large		1. Move in a variety of	1. Create	1. Catch a large ball		
Gross motor skills -	and small movements		ways, slithering,		movements in response to music 2. Initiate new combination of	2. Show increasing control over an object by pushing, patting throwing, and kicking it.	
Fine motor skills	2. Move confidently in a range of ways, safely		shuffling, rolling, a range of activities. crawling, walking,				
	negotiating space.						
GROSS MOTOR	3. Handle tools and eq						
Negotiate space and	including pencils for wr	iting.	running, jumping,	oina	movement and		
obstacles safely, with			skipping, and hopp Jumping off an ob	_	gesture to express		
consideration for themselves			and landing	ject	and respond to		
and others.	Use small apparatus, to	appropriately.		feelings, ideas, and			
• Demonstrate strength,	• •	riting/painting materials to	2. Travel with				
balance and coordination	develop fine motor skil	3. 1	confidence and sk	ill	experiences.		
when playing.	develop fille filotof skil	is across the year.	under, over and th	rough			
Move energetically, such as			balancing and clim	•			
running, jumping, dancing,			equipment.				
hopping, skipping, and							
climbing							
FINE MOTOR							
the later and offered to be to							
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.							
- Design to all any assure							
 Begin to show accuracy and care when drawing. 							

Tel: 01603 860334 **Email:** office@ghosthill.set.education **Website:** www.ghosthill.norfolk.sch.uk Ghost Hill Infant and Nursery School is proud to be part of the Sapientia Education Trust. **Website:** https://www.se-trust.org/



