Autumn 1	Autumn 2	Spring 1	Motor Spring 2	Summer 1	Summer 2	ELGs
I am beginning to use ped I can create an obstacle co I can take part in locomoti I confidently and safely us I can take part in the scho I am learning to move with I can participate in simple	dal bikes to develop my scourse using household it ition games such as follow use a range of den-making ool's Big Move programm th more control and grace balancing activities on top my fundamental skills ough movement and dance of ball skills including three	Spring 1 kills in balance, co-ordinatems, playground equipment of the leader, simon says at a materials during Forest me to develop my core mute. E.g., hold increasingly the balancing beam outside in rolling, crawling, walking, catching, kicking, proving, catching, catching, kicking, proving, catching, kicking, proving, catching,	ent, or natural materials land animal walks. School. Iscles. Complex positions in Big Made and at Forest School. Ing, jumping, running, hopopassing, batting, and aiming	and spacial awareness. like logs and branches. Moves.		ELGs 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.

Autumn 1	Autumn 2	Fine n Spring 1	Spring 2	Summer 1	Summer 2	ELGs		
I can use a tripod grip to hold tools to mark make. Pencil/paint brush/ pen.	I can cut using increasing	Children at the expected level of development will: • Hold a pencil						
I can hold scissors correctly.	I can undo buttons and	effectively in preparation for fluent writing – using the tripod grip in almost						
	I can thread beads that	n thread beads that decrease in size.						
I can pick up small objects with a pincer grasp.	I can draw basic shapes			Use a range of small tools, including				
P. 404.	I can attempt to represe	scissors, paint brushes and cutlery.						
						Begin to show accuracy and care when drawing.		