

EYFS Curriculum Mapping 2023-2024

Prime Area	Area of learning: Physical Development (Cycle B)					
	Autumn 1 New Beginnings Let's Explore!	Autumn 2 Building Relationships Families	Spring 1 It's good to be me!	Spring 2 Healthy Me! Friends	Summer 1 Our World	Summer 2 Changing Me! Look how far we've come!
Preschool (F1) Objectives	To move safely in a space To explore different ways to move To mark make To use some tools	To hold and throw a ball To control some mark making To use some tools confidently	To have confidence in exploring movement in different ways To use tools/objects for a purpose	To move to music To form some letters	To control a ball To use tools accurately	To follow basic rules of a game To control pencils and tools more accurately
Reception (F2) Objectives	Gross Motor Skills Movement To begin to line up and queue To begin to develop good posture To move safely in a space To stop safely To follow a path and take turns To explore different ways to travel using equipment To balance/run and stop/change direction/ jump/hop/ roll/ climb/ crawl/ skip	Gross Motor Skills Ball Skills To roll and track a ball To develop control when using equipment To work cooperatively with a partner To explore using different equipment To dribble using hands	Gross Motor Skills Balance/Gymnastics To create short sequences using shapes, balances and travelling actions To balance and safely use apparatus To jump and land safely from a height To develop rocking and rolling To explore traveling around, over and through apparatus To create short sequences linking actions together and including apparatus	Gross Motor Skills Dance/Create Dance To use counting to help to stay in time with the music when copying and creating actions To move safely with confidence and imagination, communicating ideas through movement To explore movement using a prop with control and coordination To move with control and coordination, expressing ideas through movement To move with control and coordination, copying, linking and repeating actions	Gross Motor Skills Throwing and Catching To develop accuracy when throwing to a target To throw and catch with a partner To dribble a ball using feet To kick a ball to a target	Gross Motor Skills Fun and Games To develop accuracy when throwing and practise keeping score To follow instructions and move safely when playing tagging games To learn to play against an opponent To play by the rules and develop coordination To explore striking a ball and keeping score To work cooperatively as a team
	Fine Motor Skills To use a dominant hand To mark make using different shapes To begin to use a tripod grip when using mark making tools To use tweezers to transfer objects To thread large beads To use large pegs To begin to copy letters To hold scissors correctly and make snips in paper To hold a fork and spoon correctly	Fine Motor Skills To begin to use anticlockwise movement and retrace vertical lines To hold scissors correctly and cut along a straight and zigzagged lines To use a tripod grip when using mark making tools To accurately draw lines, circles and shapes to draw pictures To write taught letters using correct formation To begin to hold a knife correctly and use to cut food with support To use tap and pin	Fine Motor Skills To use a tripod grip when using mark making tools To hold scissors correctly and cut along a curved line To thread small beads To use small pegs To write taught letters using correct formation To use a hammer and saw and screwdriver	Fine Motor Skills To hold scissors correctly and cut out large shapes To write letters using the correct letter formation and control the size of letters	Fine Motor Skills To hold scissors correctly and cut out small shapes To copy letters using a lead in and lead out To paint using thinner paintbrushes	Fine Motor Skills To hold scissors correctly and cut various materials To create drawings with details To copy letters using a lead in and lead out To independently use a knife, fork and spoon to eat a range of meals
Physical Development across the Curriculum	Throughout all continuous provision PE lessons x2 a week					
Key Vocabulary & Terminology	Scissors, snip, beads, peg, tripod, tool, move, space, balance, run and stop, change direction, jump, hop, roll, climb, crawl, skip	Letter formation, dribble, control, ball, equipment,	Balance, shapes, tools, hammer, screwdriver, pegs, apparatus, rock, roll, travel, jump, land, height, position	Control, express ideas, repeat, actions, movement, prop, imagination,	Target, dribble, kick, partner, catch, accurate, accuracy	Score, tag, opponent, rules, strike, cooperatively, team,
Significant People, Places & Events inc. local area	Working with play leaders Sports day 2p Challenge					
Culture, Inclusivity & Developing a love of Physical Development	Practical, hands on experiences Sports Day/week Fun Run					
Assessment						
Assessment Criteria Early Learning Goal	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 preparations for fluent writing- using the tripod grip in almost all cases. Use a range of small tools including scissors, paintbrushes and cutlery. Begin to show accuracy and care when drawing.		