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| PD Gross motor  | Caterpillars C:\Users\teacher\AppData\Local\Microsoft\Windows\INetCache\IE\NZQHEH3N\TJ-Openclipart-86-circles-caterpillar-legless-7-11-16-final[1].png | Adult input and strategies  | Progression in knowledge, skills attitudes- what is the child learning?  | Butterflies  |
| ELG “negotiate space and obstacles safely with consideration for themselves and others”“develop strength, balance and coordination”“move energetically, such as running jumping, dancing, hopping ,skipping and climbing” | Start to use stairs independently  | Appropriate tools and equipment – eg obstacle course equipment , tunnels, slide, climbing frame Construction play as way to balance, stack and move materials - range of sizes Balance development equipmentsuch as balance boards, planks Model ways to hold and move tools safely – sand / water play, mud kitchen / ribbon streamers Support children to climb on and off wheeled toys and demonstrate pedals or scooters Modelling ways to throw, stance needed to catch, ways to move a ball Safety made explicit - how to move or use equipment safely Yoga Dough gym large scale movements leading to finer movements  | Tune into spoken language (EAL consideration) and particular vocabulary over, under, through, up, down Confidence to explore tools and materials Awareness of using tools safely such as scissors, spades etc - know what safety rules are and why they are needed Resilience to try again if not immediately achieved How to draw a face / house etc - spacial awareness, shape and size  | Use stairs with alternate feet  |
| Build with a variety of resources  | Build on large or small scale  |
| Fit into spaces such as dens and boxes  | Be aware of surroundings and where their body is located within the space  |
| Gain more control over own body movements on a large scale eg run, roll, sit, stand, jump, climb  | Use large movements with some coordination  |
| Sit on / in a wheeled toy and use feet to scoot it along with some awareness of space and direction. Begin to explore pedals.  | Move /pedal and steer a wheeled toy without crashing into others or objects  |
| Start to throw / catch / kick / a large ball or similar item  | Develop more control when using a ball / hoop / beanbag Eg throw with some aim  |
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