EYFS

Throughout children's time in EYFS at Wren's Nest, they are provided the opportunities to learn skills and gain knowledge that supports them in achieving the following by the end the Reception year. This consists of developing both their fine and gross motor skills.

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 preparation for fluent writing using a 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

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Basic Skills Getting changed and unchanged independently and improve skills:	Fitness Develop fitness, staying physically active for a sustained period of time.	Dance Introduce simple dance movements and link them together. · Copy and remember	Basic Skills A range of challenges to improve balance, agility, throwing and catching.	Gymnastics Teach basic gymnastic skills; rolls, jumps, leaps travel and balances. Perform and evaluate	Sports Day Preparation Master running, jumping, skipping, throwing and catching skills.
	throwingcatchingrunningjumping	Identify ways to lead an active and healthy life. Basic Skills Playground games	moves and positions. · Move with careful control and coordination.	Ball skills Bouncing, throwing, catching and incorporate into ball	others performances. Copy and remember actions. Have some control and awareness of	Play games to develop and master these skills.
	Playground games Listening skills Develop coordination, balance and agility and play simple games to improve skills. Use the terms 'opponent' and	Listening skills Develop coordination, balance and agility and play simple games to improve skills. Build the basic skills of: attacking and defending. Develop tactics.	Link two or more actions to perform a sequences. Chose movements to communicate a mood, feeling or idea. Ball skills	games – using large, soft balls initially. Master throwing and catching (send and receive) Progress to simple racket and aiming skills.	space. Link two or more actions to make a sequence. Show contrast (such as small/tall, straight/curved and wide/narrow. Travel	
	team mate. · Use rolling, hitting, running, jumping, catching and kicking skills in combination		Bouncing, throwing, catching and incorporate into ball games. Master throwing and catching (send and receive) Progress to simple racket and aiming skills. Lead others when appropriate.	73	· Climb safely on equipment · Hold a position · Stretch and curl to develop flexibility · Jump in a variety of ways and land with increasing control.	

Year	Basic movements	Fitness activities	Dance	Multi skills	Gymnastics	Sports day preparation
2					,	running, jumping,
	throwing,	Play games such as	Perform dances using	dribbling, balancing,	Balance, agility and co-	skipping, throwing and
	running,	dodge ball, hockey,	simple movement	throwing, catching	ordination. Simple	catching
-	jumping,	netball. Building the	patterns to a variety of	(timed challenges)	movement patterns.	Use rolling, hitting,
	catching using	basic principles of	media. (guided dance)	Use rolling, hitting,	Rolls, jumps, leaps,	running, jumping,
	large and small	attacking and defending	 Copy and 	running, jumping,	balances.	catching, kicking skills in
	balls.	through these games.	remember	catching, kicking skills in	Jump in a variety of	combination.
	 Use rolling, 	Develop tactics.	moves and	combination.	ways and land with	
	hitting, running,	Lead others when	positions.	Name and Address of the Owner, where the Owner, which is the Owner, where the Owner, which is the Owner, where the Owner, which is the Owner,	increasing control and	Prepare for sports day
	jumping,	appropriate.		Simple racket and	balance.	skills
	catching,		Ball skills	aiming skills.		throwing/catchi
	kicking skills in	\\\	throwing/catching using	Tennis – balance ball,	/ / 1 /	ng, dribbling
	combination.	NNN	a variety of balls.	aim at a target.		and tactics.
			Introduce different	Use rolling, hitting,		 Use rolling,
	Basic skills		passes – chest, roll,	running, jumping,		hitting, running,
	Develop co-ordination,		bounce, overarm.	catching, kicking skills in		jumping,
	balance and agility.		Use rolling, hitting,	combination.		catching,
	Throwing catching		running, jumping,			kicking skills in
	beanbags, different		catching, kicking skills in			combination.
	sized and textured balls		combination.			
	and use in a game		(/			
	situation.		77.			
	Use the terms					
	opponent and team					
	mate.					
Year	Swimming					
2	· Swim unaided up to 25 n					
	· Use one basic stroke, bro	eathing correctly	7 /			
	· Control leg movements					
			/_/_			

Year	Games	Games	Gymnastics	Dance	Athletics	Outdoor and
3				Cover a series of dance	Sports day	adventurous
	Play competitive	Be active in group	Develop flexibility,	movements to make a	preparations:	activities
	games, modified where	activities and improve	strength, technique,	sequence.	 Sprint over a 	
	appropriate, and apply	leadership skills.	control and balance in	 Plan, perform 	short distance.	 Arrive properly
	basic principles suitable		gymnastics.	and repeat	 Run over a 	equipped for
	for attacking and	 Follow the 	Compare their	sequences.	longer	outdoor
	defending.	rules of the	performance with	 Move in a clear, 	distance.	and adventuro
	 Choose 	game and	previous ones and	fluent and	 Use a range of 	us activity.
	appropriate	play fairly.	demonstrate	expressive man	throwing	Show an ability
	tactics to	 Lead others 	improvement to	ner.	techniques.	to both lead
	cause problem	and act as a	achieve their personal	 Refine 	Throw with	and form
	s for the	respectful	best.	movements	accuracy to hit	part of a team.
	opposition	team member.	 Plan, perform 	into sequences.	a target or	 Support others
	 Strike a ball 	 Pass to team 	and repeat	 Change speed 	cover a	and seek
	and field with	mates at	sequences.	and levels	distance.	support if
	control.	appropriate	 Refine 	within	 Jump in a 	required when
	 Throw and 	times.	movements,	a performance	number of	the situation
	catch with		travel in variety	Create dances	ways, using a	dictates
	control and		of ways,	and	run up where	• Show
	accuracy.		improve body	movements	appropriate.	resilience
			alignments.	that convey a	 Compete with 	when plans do
			//	definite idea.	others and	not work
				 Develop 	aim.	and initiative
				physical		to try new
				strength and		ways of
				suppleness		working.
				by practising		 Remain aware
			7 /	moves &		of changing
				stretching.		conditions
			///			and change
						plans if
						necessary.

Year	Gymnastics: Teaching	Outdoor and	Striking fielding	Dance: Introduce dance	Invasion Games:	Athletics: Sports day
4	gymnastics skills - rolls,	adventurous activities	Tri-Golf	movements, linking	Football, kwik cricket	race, longer distance
	jumps, leaps, travel and	Encouraging a healthy	SKILLS:	movements together		runs, throwing,
	balances.	lifestyle	-grip on club		Invasion Games	jumping, sprints.
	 body shape 	Self evaluation	-scoring/rules	Dance: creating	-Attack v defence	Sprint over a short
40	 two footed 	-Know the importance	-putting accurately	sequences, evaluation	-Overloads (3v2, 4v3)	distance up to 60
	jumps	of healthy diet.	-control of power of		-Applying passing/	metres.
	 balances with 	-Measure heart rates	stroke	Compose creative	throwing/ catching	
	one, two and	-Track fitness	Hockey	and imaginative	skills to game	Run over a longer
	three points of	Arrive properly	SKILLS:	dance sequences.	situations.	distance, conserving
	contact	equipped for outdoor	-grip on stick			7
		and adventurous	-dribbling around a	 Perform expressively 	Work alone, or with	 energy in order
	Ball Skills: Netball,	activity.	cone	and hold a precise	team mates in order to	to sustain
	Basketball, Ball games		Cricket	and strong body	gain points or	performance.
	-working with	 Understand the need 		posture.	possession.	
	basketballs:	to	SKILLS:			 Use a range of
	-chest pass	show accomplishment	-throwing underarm	 Express an idea in 	Use forehand and	throwing techniques
	-bounce pass	in managing risks.	-throwing overarm	original and	backhand when	(such as under arm,
	-movement off the ball		-catching tennis ball	imaginative ways.	playing racket games.	over arm).
	-overhead pass	Show an ability to	with two hands			
	-catching	both lead and form	-basic rules	 Plan to perform with 	 Field, defend and 	Throw with accuracy
		part of a team.	-grip on bat	high energy, slow grace	attack tactically	to hit a target or
			Choose and combine	or other themes and	by anticipating the	cover a distance.
		Support others and	techniques in	maintain	direction of play.	
		seek support if	game situations	this throughout a		Jump in a number of
		required when the	(running, throwing,	piece.	Choose the most	ways, using a run
		situation dictates.	catching, passing,		appropriate tactics	up where appropriate.
			jumping and kicking,	Perform complex	for a game.	
			etc.).	moves that		Compete with others
			a Chuilea a bassalad cu	combine strength and	Uphold the spirit of	and aim to
			Strike a bowled or	stamina.	fair play and respect.	improve personal best
			volleyed ball			performances.
			with accuracy.			

Year	Gymnastics	Invasion games	Fitness challenges	Dance	Games	Athletics
5	review rolls, jumps, leaps, travel and balance. Create sequences. Create complex and well-executed sequences that include a full range of movements including: • travelling, balances, swinging, springing, flight, vaults, inversion, rotations, bending, stretching and twisting, gestures, linking skills, hold shapes that are strong, fluent and expressive. Include in a sequence set pieces, choosing the most appropriate linking elements.	Ball skills for example through: Rugby, bench ball, dodgeball, netball, basketball, beginners volleyball. Running Throwing Catching Passing Jumping Kicking	Improve fitness levels, mini circuits, multi skills, children to track progress and fitness levels. Running over long and short distances. Conserving energy. Sports badminton, tennis, trigolf, rounders, hockey. Throwing techniques and accuracy. Jump in a number of ways.	Includes balances with equipment and mini sequences. Compose creative and imaginative dance sequences. Perform expressively and hold a precise and strong body posture. Perform and create complex sequences. Express an idea in original and imaginative ways. Plan to perform with high energy, slow grace or other themes and maintain.	Football Choose the most appropriate skills and tactics. Field, defend and attack. Ability to both lead and form part of a team. Support others. Uphold the spirit of fair play.	 Sprint over a short distance up to 60 metres, Run over a longer distance, conserving energy in order to sustain performance. Use a range of throwing techniques, throw with accuracy to hit a target or cover a distance. Jump in a number of ways, using a run up where appropriate. Compete with others and aim to improve personal best performances.

		greesien at wien e	l			0.11
Year	Invasion Games	Gymnastics	Indoor	Improving Fitness	Outdoor	Outdoor
6			Athletics		Games/Athletics	Games/Athletics
	Choose and combine	Create complex and		 Multi and 	Summer 1 and 2	Summer 1 and 2
	techniques in game	well executed	Compete with others	circuit skills.		
	situations:	sequences that include	and aim to improve	 Track, monitor 	Take part in a range of	Take part in a range of
	 Running 	a full range of	personal-best	and record	outdoor activities and	outdoor activities and
	 Throwing 	movements including:	performances:	scores, points	games:	games:
	 Catching 	 Travelling 	 Running over 	and levels.	Choose the	Show an ability to
	 Passing 	 Balances 	long and short		most	both lead and form
	Jumping	 Flight 	distances.		appropriate	part of a team.
	Kicking	 Rotations 	 Conserving 		skills and	
	o l	 Linking skills 	energy.		tactics.	 Support others and
	1		 Throwing 		 Field, defend 	seek support if
	· ·	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	techniques and	////	and attack.	required when the
			accuracy.		 Ability to both 	situation dictates.
			Jump in a		lead and form	
			number of		part of a team.	Show resilience when
			ways.		 Support others. 	plans do not work
			,		Uphold the	and initiative to try new
					spirit of fair	ways of working.
					play.	
					, ,	Use maps, compasses
			()			and digital devices
			7			to orientate
						themselves.
						Remain aware of
						changing conditions
						and change plans if
			y /			necessary.
						1.
<u> </u>						