Early Years Foundation Stage Curriculum Overview PHYSICAL DEVELOPMENT



Nursery			Reception		
Autumn	Spring	Summer	Autumn	Spring	Summer
I can move in different ways I can balance on low equipment I can pick up heavy objects I can make big movements with my arms e.g. circling arms I can use a tool to make marks I can use some lines to draw some shapes	 I can move in different directions I can balance on a range of equipment I can carry heavy weights from one point to another I can kick a ball I can throw a ball I can carry heavy weights from one point to another I can make big movements with my arms and retrace vertical lines with my whole arm I can use a tool to make marks with some control I can use lines to draw shapes 	Gross Motor I can move around a space safely I can stand on one leg for 3 seconds I can pick up a heavy weight I can raise my arms above my head to throw a ball overarm I can use 2 hands to do the same thing e.g. clap Fine Motor I can manipulate some one handed tools I can draw simple pictures	 Gross Motor I can hop on one leg for at least 3 seconds I can hold my body weight in a press up position I can throw a large ball overarm at least 2m I can make large anticlockwise movements I can make large movements to retrace over a vertical line I can use 2 hands alternately e.g. beat a drum with alternate hands Fine Motor I can isolate my fingers when controlling a mark making tool I can draw pictures that are recognisable 	Gross Motor I can throw a ball when balancing on a piece of equipment I can the cross the midline I can co-ordinate both sides of my body to do different things at the same time Fine Motor I can use a tripod grip with support I can use a variety of tools with some control I can draw recognisable pictures with some detail	Gross Motor I can negotiate space and obstacles safely I can demonstrate strength and balance I can move in different ways Fine Motor I can use a tripod grip most of the time I can control a variety of tools I can draw pictures with some care and accuracy