

Nursery - Progression of Knowledge and Skills - Physical Development

Term	Knowledge	Skills
<p>Autumn 1</p>	<ul style="list-style-type: none"> • Gross Motor • GM1: Children will know how to ride a balance bike. (P24) • GM2: Children will know how to roll ball. (P24) • Fine Motor • FM1: Children will explore large muscle movements to develop cross the mid-line movements. (P27) • FM2: Children will know how to put on their coat. (P36) • FM3: Children will know how to use loop scissors to make snips in card. (P33) • FM4: Children will know how to squeeze, push and pull. (P34) • Follow the 'Wiggle Me into a Squiggle' Progression – Weeks 1 to 6 	<ul style="list-style-type: none"> • Balance on a bike • Roll a ball • Jumping • Walking • Running • Put on coat • Using scissors • Squeeze, push and pull • Squiggle

Nursery - Progression of Knowledge and Skills - Physical Development

Term	Knowledge	Skills
<p>Autumn 2</p>	<ul style="list-style-type: none"> • Gross Motor • GM3: Children will know how to ride a scooter. (P24) • GM4: Children will know how to throw a ball. (P24) • GM5: Children will remember and perform a dance. (P29) • Fine Motor • FM5: Children will know how to zip up their coat. (P36) • FM6: Children will know how to use loop scissors to make snips in paper. (P33) • FM7: Children will know how to use one hand to pinch. (P35) 	<ul style="list-style-type: none"> • Balance on a scooter • Throwing a ball • Dancing • Moving • Walking • Running • Crawling • Zip up a coat • Use scissors • Pinch

Nursery - Progression of Knowledge and Skills - Physical Development

Term	Knowledge	Skills
<p style="text-align: center;">Spring 1</p>	<ul style="list-style-type: none"> • Gross Motor • GM6: Children will know how to ride a tricycle. (P24) • GM7: Children will know how to catch a ball. (P24) • GM8: Children will take part in group games. (P28) • Parachute Games • Throwing and Catching • Rolling a ball to a friend • Etc • Fine Motor • FM8: Children will know how to use hammers to hit a large headed nail. (P33) • FM9: Children will know how to use spring loaded scissors to make snips in card. (P33) • FM10: Children will know how to use peg boards, inset jigsaws, build towers, scoop and pour. (P34) • Follow the 'Squiggle Whilst You Wiggle' Progression – Move 2 (3 weeks) and Move 3 (3 weeks) 	<ul style="list-style-type: none"> • Ride a tricycle • Throwing • Catching • Running • Crawling • Rolling • Play as part of a team • Hit a nail with a hammer • Use scissors • Building • Swuiggle

Nursery - Progression of Knowledge and Skills - Physical Development

Term	Knowledge	Skills
<p style="text-align: center;">Spring 2</p>	<ul style="list-style-type: none"> • Gross Motor • GM9: Children will know how to climb using alternate feet. (P25) • GM10: Children will know how to stand on one leg and hop. (P26) • Fine Motor • FM11: Children will know how to use loppers to cut a stick (P31) • FM12: Children will know how to use spring loaded scissors to make snips in paper. (P33) • FM13: Children will know how to screw and unscrew. (P34) • Follow the 'Squiggle Whilst You Wiggle' Progression – Move 4 (3 weeks) and Move 5 (3 weeks) 	<ul style="list-style-type: none"> • Climbing • Hopping • Throwing • Catching • Riding • Walking • Running • Crawling • Rolling • Cutting • Snipping • Screw • Unscrew • Squiggle

Nursery - Progression of Knowledge and Skills - Physical Development

Term	Knowledge	Skills
<p style="text-align: center;">Summer 1</p>	<ul style="list-style-type: none"> • Gross Motor • GM11: Children will know how to skip, hop and stand on one leg. (P26) • Musical Statues Game • GM12: Children will know how to skip. (P26) • Fine Motor • FM14: Children will know how to twist a pipe cleaner to make a knot. (P31) • FM15: Children will know how to use scissors to make snips in card. (P33) • FM16: Children will know how to thread beads, pasta, cotton reels and buttons. (P34) • Follow the 'Squiggle Whilst You Wiggle' Progression – Move 6 (3 weeks) and Move 7 (3 weeks) 	<ul style="list-style-type: none"> • Hopping • Skipping • Skipping • Throwing • Catching • Riding • Running • Crawling • Rolling • Jumping • Twisting • Cutting • Threading • Squiggle

Nursery - Progression of Knowledge and Skills - Physical Development

Term	Knowledge	Skills
<p style="text-align: center;">Summer 2</p>	<ul style="list-style-type: none"> • Gross Motor • GM13: Children will know how to work together to carry large items such as planks of wood, crates and tyres. (P32) • Fine Motor • FM17: Children will show preference for a dominant hand. (P35) • FM18: Children will use a pencil with good control when making marks. (P34) • FM19: Children will know how to button up their clothes. (P36) • FM20: Children will know how to use scissors to make snips in paper. (P33) • Follow the 'Squiggle Whilst You Wiggle' Progression – Move 8 (3 weeks) and Move 9 (3 weeks) 	<ul style="list-style-type: none"> • Carrying benches, wood, crates and tyres • Hopping • Skipping • Climbing • Throwing • Catching • Riding • Running • Mark Making • Using Buttons • Snipping • Squiggle