

Physical development Term Progression Overview

Check Point 1 – October (Baseline)

Check Point 2- December

Check Point 3- March

Check Point 4- May Check Point 5 ELG - June

Gross motor skills	Riding a bike	Balancing	Ball Skills	Jumping	Climbing
Pre School On Track Check					
 Pre School On Track Check Point 1 Can walk backwards and sideways Choose appropriate tools for a task e.g. a spade to dig Collaborate with others to manage large objects Uses large-muscle movements to wave flags and streamers, paint and make marks. Runs with awareness and space of others Matches their developing physical skills to tasks and activities in the setting. For example, they decide whether to crawl, walk or run across a plank, depending on its length and width. Take weight on hands and knees, tummy down, like a table. Can lift up one foot or hand at the same time. Stands on a floor marker on two feet, bends down and picks up an object from the floor 	 Can 'walk' a balance bike Can use feet to scoot a balance bike and maintain balance Can maintain balance while manoeuvring around corners Can pedal a tricycle 	 Stands on tiptoes Goes up steps and stairs, or climb up apparatus, using alternate feet. Beginning to maintain balance Stands on one foot for 2 seconds Walks along a chalk line Squats to play Walks along a low, wide balance beam, sometimes needing to balance against an adult Hops and skips 	 Begins to throw ball overhand Catches a ball by chasing- does not necessarily respond to aerial ball Uses foot to tap static ball a small distance Throws ball underhand Bounces a large ball Beginning to catch a bean bag or large ball Kicks ball with one foot while swinging opposite arm Directly kicks to knock down a tower Walks towards and kicks a ball 	 Jumps off a low object with both feet off the ground Jumps over a small stationery object Jumps forward, taking off and landing on 2 feet Jumps with 2 feet moving along a line on the floor 	 Goes up steps and stairs placing both feet on one step at a time Climbs up apparatus, using two feet Climbs above their own head height

On Track Check Point 2				
Gross Motor Skills	Riding a bike	Balancing	Ball Skills Jumping	Climbing
 Gross Motor Skills Progresses towards a more fluent style of moving, with developing control and grace. Hangs on a bar using two hands Uses core muscle strength to sit up straight at a table Can hop and march 	 Riding a bike Pedals and maintains balance for a few feet down a slight incline Can use a balance bike 	 Balancing Walks along a low, wide balance beam independently Holds a controlled static balance on one leg 	 Ball Skills Throws ball forward 10ft in the air and use appropriate technique, such as moving arms up and back using upper trunk rotation, with arms and legs moving in opposition. Catches a large ball between extended arms Catches a large ball by bringing hands in towards chest Bounces and catch a large ball using 2 Jumping Jumps forward, taking off and land on 2 feet, showing increasing control Hops on one foot 3 5 times 	 Climbs upstairs using alternative feet Climbs up apparatus
			hands	
			 Walks towards and kick a ball towards a 	
			target	



On Track Check Point 3	On Track Check Point 3	On Track Check Point 3	On Track Check Point 3	On Track Check Point 3	On Track Check Point 3
Gross Motor Skills	Riding a bike	Balancing	Ball Skills	Jumping	Climbing
 Moves around obstacles Can move in different ways such as skip and gallop 	 Pedals and maintain balance for a few feet on a flat surface Can break at a specific point with control 	Walks along a low narrow balance beam	 Throws tennis ball using trunk rotation and opposing arm/leg movements. Catches a tennis ball using only hands Bounces a tennis ball on the floor and catch with two hands Runs towards and kick a ball Coordinates body to meet and kick a ball that is rolled to them from a distance 	 Jumps and turn in the air Hops up to 10 times on alternate feet 	Performs different movements on a climbing frame, such as swinging



 On Track Check Point 4 Gross Motor Skills ➢ Can gage where a moving obstacle may be and move themselves appropriately before reaching it 	 Riding a bike Follows at a sensible distance behind another rider Pedals and maintain balance while manoeuvring around obstacles Follows a path set by another rider 	 Balancing ▶ Balances on an unstable surface with increasing control 	 Ball Skills Can usually hit a target from 12ft away using an overhand toss Throws with accuracy Bounces a tennis ball on the floor and catch in one hand 	Jumping Skips rhythmically	Climbing Confidently moves across the woodchip obstacle course
Check Point 5 ELG: Negotiate space and obstacles safely, with consideration for themselves and others.	Negotiate space and obstacles safely, with consideration for themselves and others.	Balances on an unstable su control. Demonstrate stren ordination.	–	Move energetically, such a dancing, hopping, skipping	

	Fine motor skills					
Fine Motor	Pencil and brush control	Scissor Skills	Cutlery Skills	Drawing Skills	Dressing	
 Pre School On Track Check Point 1 > Can thread large beads onto a lace. > Builds a tower with six or more blocks. > Enjoys floor play with bricks, boxes, trains, cars and small world figures. 	 Holds mark making tools with thumb and all fingers Creates lines and circles pivoting from the shoulder and elbow Manipulates a range of tools and equipment in one hand Shows preference for a dominant hand Paints with crayon or paint, often covering the whole page 	 Holds scissors, often with both hands, learning to open and close the blades Opens/closes blades (not ready to use them on paper yet) Starts snipping paper (not moving forward with the scissors but making small snips) Pivots from shoulder and elbow 	 Uses a spoon effectively Uses a fork to stab food Spoon cereal from container to dish with little spilling Beginning to use a knife to cut soft food like bananas and strawberries, using two hands 	 Uses a variety of drawing tools to mark make with some control Draws in different directions Can copy a circle. Draws faces with features and draws enclosed spaces, giving meaning Uses lines and shapes Makes simple representations of events, people, animals and objects 	Increasingly independent in getting dressed e.g. putting on coats	

	Fine motor skills					
Fine Motor	Pencil and brush control	Scissor Skills	Cutlery Skills	Drawing Skills	Dressing	
 On Track Check Point 2 Threads small beads onto a lace. Builds a tower of ten or more bricks. Can build with other construction toys. 	 Draws a house. Copies the capital letters O, V and H. Uses a dominant hand May mark make in palmer grip Mark makes in different directions Makes repeated marks on paper Mark makes left to right Imitates simple marks such as lines Imitates shapes that use multiple movements such as x Start to move towards tripod grip 	 Snips paper moving forward Uses helping hand to hold and help to guide the paper (non-dominant hand) Cuts curved line (a 1/4inch curved line, within 1/4inch from the line drawn) 	Uses a knife to cut soft food like bananas and strawberries holding the knife correctly, using one hand	 Draws potato people (no neck or body) Demonstrates more control Draws with detail (bodies with sausage limbs and additional features) Draws bodies of an appropriate size for what they're drawing 	Is beginning to fasten buttons and zips with some support.	



	Fine motor skills				
Fine Motor	Pencil and brush control	Scissor Skills	Cutlery Skills	Drawing Skills	Dressing
On Track Check Point 3 ➢ Beginning to become more confident to cut food with a knife and fork	 Use core muscle strength to achieve good posture Holds and uses a pencil confidently Copies the capital letters V, T, H, O, X, L, A, C, U and Y Uses brushes, crayons and pencils with control Uses tools to make things. 	 Cuts circle shape Cuts square shape 	 Can spread using a knife Cuts a variety of foods, holding the knife correctly, using one hand to steady the food 	 Draws objects and creatures in proportion to each other (e.g. elephant is bigger than a dog) Spends a sustained amount of time on one product. Looks closely at lines, shapes, size and patterns when producing an observational drawing Children are beginning to draw self-portraits, landscapes and buildings/cityscapes Draws a person with head, legs, body and (usually) arms and fingers. 	

Fine Motor	Pencil and brush control	Scissor Skills	Cutlery Skills	Drawing Skills	Dressing
 On Track Check Point 4 ➢ Uses a knife and fork competently 	 Develop the foundations of an appropriate handwriting style Hold pencil effectively- tripod grip Form letters accurately using the correct movements (shoulder pivot etc) 	Cuts complex shapes, such as figures.	 Uses a fork to hold food still while cutting it with a knife Uses a knife and folk independently 	 Identifies key features of living things Looks closely at lines, shapes, size and patterns when producing an observational drawing Drawings show finer details Draws portraits, detailed pictures, landscapes, buildings and cityscapes 	
Check Point 5: ELG	Hold a pencil effectively in preparation for writing (nearly always tripod grip)	Use a range of small tools e.g. scissors, paint, brushes, cutlery		Begin to show accuracy and care when drawing	