



## PE EYFS F2 Overview

Autumn	Spring	Summer	
EYFS National Curriculum			

## Statutory ELG: Moving and Handling: 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

## Statutory ELG: Fine Motor Skills

Hold a pencil effectively in preparation for fluent writing — using the tripod grip in almost all cases;

Use a range of small tools, including scissors, paint brushes and cutlery;

Begin to show accuracy and care when drawing

F2 Key Learning	F2 Key Learning	F2 Key Learning
<ul> <li>Fundamental Movements</li> <li>To show control when rolling, patting and throwing an object</li> <li>To develop and refine a range of ball skills including kicking, passing, striking, aiming and using feet to stop a moving ball</li> <li>To track the flight of an object to begin to catch more consistently</li> <li>Gymnastic</li> <li>To travel, jump and land safely</li> </ul>	<ul> <li>To explore and create actions linked to words or phrases</li> <li>To move in time with the beat</li> <li>To perform balances and movements with control and grace</li> <li>Fundamental Movements</li> <li>To show control when rolling, patting and throwing an object</li> <li>To develop and refine a range of ball skills including kicking, passing, striking, aiming and using feet to stop a moving ball</li> </ul>	<ul> <li>self management</li> <li>team worker</li> <li>effective participant</li> <li>ball handling</li> <li>spacial awareness</li> <li>agility</li> <li>health and fitness</li> </ul>

<ul> <li>To move confidently in different ways including speed and direction</li> <li>To combine different actions and movements with ease and fluency</li> </ul>	To track the flight of an object to begin to catch more consistently	
	Dance — marching, star shape, stamp, soldier, fast, slow, gentle and graceful	Rugby tots - rugby, ball, pass, tackle, run, score and team
	Fundamental Movements — star, control, jogging, warm, beating and aching	