

Somerville Federation

PD progress model for knowledge and skills

	Expectations for the end of 2 year old provision	Expectations for the end of F1	Expectations for F2		Links to KS1
Gross Motor	Can throw a large ball with both hands	Can throw a ball or bean bag underarm or overarm	Can throw rugby balls, javelins, and frisbees	Can throw a ball at a given target Can bat a ball	<p>PE</p> <p>Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities</p>
	Catches a large ball from a short distance	Can catch a small ball or bean bag from a short distance	Can catch larger items from a longer distance	Can catch smaller items from a longer distance	
	Can kick a large ball	Can walk while kicking a ball, can kick the ball at an intended target	Can run, kicking a ball and keeping up with it	Can dribble a ball with developing control, passing to another person	
	Go up steps and stairs	Go up steps and stairs, or climb up apparatus, using alternate feet	Climbs apparatus, going up forwards, over and coming down backwards	Manage own risks when travelling over, under, through apparatus	
	Can stand on 1 leg momentarily	Can stand on one leg and hold a pose and begin to hop	Can balance using different body parts	Can balance with precision and accuracy	
	Can hold a quoit / beanbag whilst moving	Balances a quoit/ beanbag on their head whilst moving	Walks along a bench / balance beam independently	Can balance a ball on a bat whilst moving	
	Rides a 3 wheeled scooter or trike independently, using their feet to push them forwards	Rides a 2 wheeled scooter independently, moving one leg backwards and forwards. pedals a trike	Rides a 2 wheeled scooter independently and with confidence	Pedals a bike with stabilisers.	

	Uses large-muscle movements to produce vertical and horizontal lines	Uses large-muscle movements to produce circles and +	Uses large-muscle movements to produce squares, diagonals, X and triangles	Uses large-muscle movements to produce letter shapes		
	Can walk, run, crawl and climb when directed / with encouragement	Can walk, run, crawl and climb independently	Can walk, run, crawl, climb, hop, jump and skip with increasing control	Moves in imaginative ways		
Gross Motor Vocabulary	<i>kick, catch, roll, balance, crawl, jump, walk, run, throw</i>	<i>Star, Shape, Curl, Position, Body parts, travel, slither, shuffle forwards, backwards, between, through, fast slow Push Pat Bounce</i>				
Fine Motor	Holds mark making implements using a cylindrical grasp	Use a comfortable grip with developing control, using a modified tripod grasp. Begins to write the letter in their name	Holds writing implements using a tripod grasp	Is able to replicate patterns, letters and numbers with ease	ELG: 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, paintbrushes and cutlery Begin to show accuracy and care with drawing	Handwriting: Sit correctly at a table, holding a pencil comfortably and correctly
	Is beginning to use scissors (looped / double handled). Uses large tweezers, large nuts and bolts and is able to thread large beads. Is able to use other large one-handed tools such as hammers	Uses one-handed tools and equipment including making snips with scissors and developing more control	Can use scissors with developing precision. Uses small tweezers, smaller nuts and bolts and geo boards. Is able to use other one-handed tools	Can use appropriate tools with precision to achieve a planned effect		
	Uses a spoon and fork	Uses a knife to cut soft items and beginning to use it to spread	Starts to eat independently, learning to use a knife and fork effectively	Uses a knife and fork with precision		
	Makes marks using a variety of implements	Draws lines and circles (Beery shapes) and adds meaning	Draws faces with features and begins to shapes that represent objects, people, place	Draws things that they have observed or imagined with detail		
Fine motor vocabulary	<i>snip, pinch, thread, tap, draw, marks</i>	<i>hold, cut, spread, write, draw. RWI formation talk.</i>				

