

# Aberford C of E Primary School

## PE in EYFS



The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. The aim of this document is to outline how the skills taught across EYFS feed into national curriculum subjects.

This document demonstrates which early years outcomes are prerequisite skills for PE within the national curriculum. The table below outlines the most relevant early years outcomes from 30-50 months to ELG, brought together from different areas of the Early Years Foundation Stage to match the programme of study for PE.

The most relevant early years outcomes for PE are taken from the following areas of learning:

- Physical Development
- Expressive Arts and Design

### PE

PE			
30-50 Months	Physical Development	Moving and Handling	<ul style="list-style-type: none"> <li>• To move freely and with pleasure and confidence in a range of ways, such as slithering, shuffling, rolling, crawling, walking, running, jumping, skipping, sliding and hopping.</li> <li>• To mount stairs, steps or climbing equipment using alternate feet.</li> <li>• To walk downstairs, two feet to each step, while carrying a small object.</li> <li>• To run skilfully and negotiate space successfully, adjusting speed or direction to avoid obstacles.</li> <li>• To stand momentarily on one foot when shown.</li> <li>• To catch a large ball.</li> <li>• To draw lines and circles using gross motor movements.</li> </ul>
		Health and Self-Care	<ul style="list-style-type: none"> <li>• To observe the effects of activity on their bodies.</li> <li>• To understand that equipment and tools have to be used safely.</li> </ul>
	Expressive Arts and Design	Exploring and Using Media and Materials	<ul style="list-style-type: none"> <li>• To enjoy joining in with dancing and ring games.</li> <li>• To begin to move rhythmically.</li> <li>• To imitate movement in response to music.</li> <li>• To tap out simple repeated rhythms.</li> </ul>
		Being Imaginative	<ul style="list-style-type: none"> <li>• To develop preferences for forms of expression.</li> <li>• To use movement to express feelings.</li> <li>• To create movement in response to music.</li> <li>• To capture experiences and responses with a range of media, such as music, dance and paint and other materials or words.</li> </ul>

40-60 Months	Physical Development	Moving and Handling	<ul style="list-style-type: none"> <li>• To experiment with different ways of moving.</li> <li>• To jump off an object and land appropriately.</li> <li>• To negotiate space successfully when playing racing and chasing games with other children, adjusting speed or changing direction to avoid obstacles.</li> <li>• To travel with confidence and skill around, under, over and through balancing and climbing equipment.</li> <li>• To show increasing control over an object in pushing, patting, throwing, catching or kicking it.</li> </ul>
		Health and Self-Care	<ul style="list-style-type: none"> <li>• To show understanding of the need for safety when tackling new challenges and consider and manage some risks.</li> <li>• To show understanding of how to transport and store equipment safely.</li> <li>• To practice some appropriate safety measures without direct supervision.</li> </ul>
	Expressive Arts and Design	Being Imaginative	<ul style="list-style-type: none"> <li>• To initiate new combinations of movement and gesture in order to express and respond to feelings, ideas and experiences.</li> </ul>
ELG	Physical Development	Moving and Handling	<ul style="list-style-type: none"> <li>• To show good control and co-ordination in large and small movements. They move confidently in a range of ways, safely negotiating space. They handle equipment and tools effectively, including pencils for writing.</li> </ul>
		Health and Self-Care	<ul style="list-style-type: none"> <li>• To know the importance for good health of physical exercise, and a healthy diet, and talk about ways to keep healthy and safe.</li> </ul>
	Expressive Arts and Design	Being Imaginative	<ul style="list-style-type: none"> <li>• To represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.</li> </ul>