

# MOVING

# EDSTART

## EYFS - Story Book Sports Unit of Work - Nursery

Pupils will be taught...

### Overall Learning Outcomes (Endpoints)

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#### Children can:

- travel confidently in different ways using a range of movements inspired by stories and characters.
- move safely into space whilst showing awareness of others, equipment and changing directions.
- balance, jump, crawl, run and explore movement with increasing control and coordination.
- respond to story prompts, music and instructions through imaginative movement and role play.
- complete simple physical challenges and obstacle courses using different locomotor skills.
- use movement creatively to represent characters, animals, settings and events from stories.
- work cooperatively with others through games, partner tasks and shared storytelling activities.
- talk about their movement, retell parts of stories through action, and show confidence during physical play.

### Objective 1/6 - The Very Hungry Caterpillar: To be able to travel in different ways and move safely into space.

Children can:

- move in different ways.
- travel safely into spaces.
- copy story movements.
- listen carefully to instructions.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

### Objective 2/6 - Stick Man: To be able to travel using different movements whilst changing direction safely.

Children can:

- move safely around others.
- change speed and direction.
- copy movements from the story.
- balance equipment carefully.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

### Objective 3/6 - Dear Zoo: To be able to move like different animals using varied locomotor skills

Children can:

- move in different animal ways.
- stop and start safely.
- use different speeds and levels.
- move safely around others.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

### Objective 4/6 - Shark in the Park: To be able to move safely whilst changing speed and direction.

Children can:

- move safely around others.
- stop and start quickly.
- use different movement speeds.
- respond to story instructions.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

### Objective 5/6 - Elmer: To be able to travel creatively and work with others.

Children can:

- move creatively.
- work safely with others.
- travel in different ways.
- respond to music and instructions.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

### Objective 6/6 - Supertato: To be able to move confidently whilst completing simple challenges and games.

Children can:

- move safely around others.
- complete movement challenges.
- use different travelling actions.
- work together in games.

Names of children who have excelled in the objective and show a greater depth of understanding	Names of children working below (Include notes on why)	Any other notes (Stars of the Week, Future Learning, etc.)

**Assessment Mark      Requirements**

**Working  
Towards**

- Can join in with story-based movement activities with support and encouragement.
- Beginning to copy actions and explore different ways of moving.
- Attempts simple travelling, balancing and jumping movements with some control.
- Needs reminders to use space safely, listen carefully and work with others.

**On Target**

- Can travel confidently in different ways linked to stories, characters and themes.
- Can balance, jump, crawl and move safely with control during activities and challenges.
- Can respond to instructions and use movement to represent story ideas creatively.
- Works positively with others, shares equipment and joins in with confidence.

**Above  
Target**

- Can perform a wide range of movements with good control, balance and imagination.
- Can adapt speed, direction and movement confidently during story-based games and challenges.
- Can use movement creatively to retell characters, settings and events from different stories.
- Shows confidence, resilience and strong teamwork whilst encouraging others.

**Excelling**

- Can combine movement skills fluently and independently within imaginative story-based activities.
- Can move with excellent control, coordination and awareness of space in response to story prompts.
- Can creatively interpret characters and events through expressive movement and physical challenges.
- Leads by example through teamwork, creativity, confidence and reflection on learning.

To be **ON TARGET**, pupils must achieve all bullet points from **WORKING TOWARDS** and at least 3 bullet points from **ON TARGET**.

To be working **ABOVE TARGET**, pupils must achieve all points from **WORKING TOWARDS** and **ON TARGET** as well as at least 3 bullet points from **ABOVE TARGET**.

To achieve **EXCELLING**, pupils must achieve all bullet points from **WORKING TOWARDS**, **ON TARGET** and **ABOVE TARGET** as well as at least 3 bullet points from **EXCELLING**.