Planning for Progression within Provision

When planning for continuous provision in our setting, we thought it was important to remember that every child is unique and at a different point within their individual stage of development.

In each area, we observe children using different skills. We enable them to practise and repeat these skills through the resources that we offer them.

This is a plan for progression of skills; to support staff to make careful choices of resources in provision to stretch and challenge skills they have observed during play. Offering a variety of resources allows staff to ensure that children are independently challenged and their skills extended.

Common Play Behaviour	Pouring/ Emptying	Filling	Manipulation
High Level	Funnels	See high level pouring	Pipettes
Fingers	Scoops	Very small containers	Straws
Hand	Cups	Good control	Pipes
Small work space	Spoons		Basters
			Spoons
Mid Level	Various sized jugs/ buckets	Smaller containers	One handled containers
Wrist	One handled containers with spouts	One hand with small containers	Water wheels
Hand		Transferring from hand to hand	Sponges
Medium work space			Natural materials
Emergent Level	Two handled containers with spouts	Large containers	Two handled containers
Elbow	Large buckets	Two hands	Colanders
Shoulder	Hands	Standing	Sieves
Whole body			
Large work space			

Sand Area				
Common Play Behaviour	Dig	Pouring/ Emptying	Filling	Mould/ Manipulate
High Level	Teaspoon	Funnels	See high level pouring	Natural materials e.g.
Fingers	Small scoop	Scoops	Very small containers	stones and shells
Hand	Lollipop stick	Cups	Good control	Smaller moulds
Small work space	Various sized spoons	Spoons		Small scoop Lollipop stick
Mid Level	Spade	Various sized jugs/	Smaller containers	Shaped moulds
Wrist	Large wooden spoon	buckets	One hand with small	Plastic creatures
Hand	Spatula	One handled containers	containers	
Medium work space		with spouts	Transferring from hand to hand	
Emergent Level	Hand	Two handled containers	Large containers	Hand
Elbow	Large container	with spouts	Two hands	
Shoulder	Large scoop	Large buckets	Standing	
Whole body	2 1	Hands		
Large work space				

Painting Area				
Common Play Behaviour	Printing	Mixing	Brushing	
High Level	Cotton buds	Thin brushes	Small brushes	
Fingers	Small objects e.g. marbles, nuts,	Primary colours and white	A variety of tools to choose from	
	bolts etc.	Small scoops	for a specific purpose	
Smaller individual paper	Small natural resources			
Mid Level	Fingers	Thick brushes	Medium brushes	
Wrist	Fruit & vegetables	Sponges	Natural materials	
Elbow	3D objects	Premixed paint		
Flat surfaces	Sponges	Watercolours		
Medium sized paper				
Emergent Level	Vehicles	Chunky handled brushes	Big rollers with handles	
Whole hand	Rollers	, Hands	Big brushes	
Palmar grasp	Large sponges	Premixed paint- 2 or 3 colours	5	
2 .	Large blocks	·		
Large paper	Hands			
Roll of shared paper				
Flat and vertical surfaces				

	Creative Area	- Junk Modelling		
Common Play Behaviour	Joining	Cutting	Folding	
	Split pins	Material/ Felt	Complex fold e.g. fan	
	Tying string (knots)	Corrugated paper	Thicker paper	
High Level	Paper clips	Card/boxes		
	Treasury tags	Scissors		
	Tape	Tissue paper	Simple fold	
	Pegs	Scissors with loop handles	Ordinary paper	
Mid Level	Scissors	Hole punch		
	Glue spreader	Paper stampers		
		Card/paper		
	Glue sticks	Paper strips	Scrunching	
Emergent Level	Masking tape	Tearing	Thin paper	
	Finger glue			

Malleable Area				
Common Play Behaviour	Knead/ Squeeze	Pat/ Mould	Cutting/ Shaping	Coiling
High Level	Fingertips	Fingertips and thumb	Scissors	Fingertips and long sausage
	Tools (tweezers)	Playdough moulds	Cutlery	
		Making smaller sizes e.g.		
		cubes		
	Knuckle/ Fist (one hand)	Making small balls	Scissors with loop handles	On table (roll a sausage)
Mid Level	Board	Palm together	Plastic knives	
	Potato masher		Bun cases	
Emergent Level	Hands	Patting/ squashing with	Roller/cutter	Rolling using two hands
	Sponges	whole hand	Large containers e.g. bowls	together
		Making big balls		_