## Age3-4 - Developmental Matters Personal, Social and Emotional Development **Physical Development Communication and Language** Select and use activities and resources, with help when needed. Continue to develop their movement, balancing, riding (scooters, trikes and bikes) and ball skills. Enjoy listening to longer stories and can remember much of what happens. This helps them to achieve a goal they have chosen, or one Go up steps and stairs, or climb up apparatus, using alternate feet. Can find it difficult to pay attention to more than one thing at a time. which is suggested to them. Skip, hop, stand on one leg and hold a pose for a game like musical statues. • Use a wider range of vocabulary. Develop their sense of responsibility and membership of a Use large-muscle movements to wave flags and streamers, paint and make marks. Understand a question or instruction that has two parts, such as "Get your community. coat and wait at the door". Start taking part in some group activities which they make up for themselves, or in teams. Become more outgoing with unfamiliar people, in the safe context Understand 'why' questions, like: "Why do you think the caterpillar got so Are increasingly able to use and remember sequences and patterns of movements which are of their setting. related to music and rhythm. Show more confidence in new social situations. Match their developing physical skills to tasks and activities in the setting. For example, they Sing a large repertoire of songs. Play with one or more other children, extending and elaborating decide whether to crawl, walk or run across a plank, depending on its length and width. Know many rhymes, be able to talk about familiar books, and be able to tell Choose the right resources to carry out their own plan. For example, choosing a spade to enlarge a a long story. Help to find solutions to conflicts and rivalries. For example, Develop their communication, but may continue to have problems with small hole they dug with a trowel. accepting that not everyone can be Spider-Man in the game, and Collaborate with others to manage large items, such as moving a long plank safely, carrying large irregular tenses and plurals, such as 'runned' for 'ran', 'swimmed' for suggesting other ideas. hollow blocks. Increasingly follow rules, understanding why they are important. Use one-handed tools and equipment, for example, making snips in paper with scissors. May have problems saying: some sounds: r, j, th, ch, and sh and Do not always need an adult to remind them of a rule. multisyllabic words such as 'pterodactyl', 'planetarium' or 'hippopotamus' Use a comfortable grip with good control when holding pens and pencils. Develop appropriate ways of being assertive. Start to eat independently and learning how to use a knife and fork. Use longer sentences of four to six words. Talk with others to solve conflicts. Be able to express a point of view and to debate when they disagree with Show a preference for a dominant hand. Talk about their feelings using words like 'happy', 'sad', 'angry' or an adult or a friend, using words as well as actions. Be increasingly independent as they get dressed and undressed, for example, putting coats on and Can start a conversation with an adult or a friend and continue it for many Begin to understand how others might be feeling. turns. Be increasingly independent in meeting their own care needs, e.g. brushing teeth, using the toilet, Use talk to organise themselves and their play: "Let's go on a bus... you sit washing and drying their hands thoroughly. there... I'll be the driver." Make healthy choices about food, drink, activity and toothbrushing.

