



	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Building Strength	<p>Demonstrate strength, balance and coordination when playing and holding 5 animal positions.</p> <p>Hold writing position on floor and begin to hold it at a table.</p> <p>Begin to develop hand strength and dexterity.</p> <p>Begin to show a preference for a dominant hand.</p>	<p>Continue to develop pelvic and shoulder girdle strength and finger dexterity. Hold table writing position.</p>					
Letter moves and single letters	<p>Use the 6 large muscle movements to form lowercase, uppercase letters and numbers in the air. Form lowercase, capital letters and numbers on whiteboards and paper.</p>	<p>Form all letters and numbers correctly knowing the letter family to which each belongs Snuggle letters into words</p>					

Refined finger movements	Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases	Control pencil pressure	Know and use the correct pencil hold.	Adjust paper position independently to aid writing			
Flow movement	Make doodle trails and patterns Begin snuggling letters into words Learn height of letters: nmsltiwk	Know height and proportion of all letters	Begin joining using flick, ground and top joins.	Use a neat, joined handwriting style with increasing accuracy and speed.	Increase the legibility, consistency and quality of their handwriting by ensuring that the downstrokes of letters are parallel and equidistant and by ensuring that lines of writing are spaced sufficiently so that the ascenders and descenders of letters do not touch.	Increase the speed of handwriting so that problems with forming letters do not get in the way of writing down what they want to say. Be clear about what standard of handwriting is appropriate for a particular task, e.g. quick notes or a final handwritten version.	Write legibly, fluently and with increasing speed by choosing which shape of a letter to use when given choices and deciding whether or not to join specific letters and by choosing the writing implement that is best suited for a task.