

Under the Sea

Personal, Social and Emotional Development	Communication and Language	Physical Development
<p>Play with one or more other children, extending and elaborating play ideas.</p> <p>Find solutions to conflicts and rivalries. For example, accepting that not everyone can be Spider-Man in the game, and suggesting other ideas.</p> <p>Remember rules without needing an adult to remind them.</p> <p>Develop appropriate ways of being assertive.</p> <p>Talk with others to solve conflicts.</p> <p>Talk about their feelings using words like 'happy', 'sad', 'angry' or 'worried'.</p> <p>Understand gradually how others might be feeling.</p>	<p>Enjoy listening to longer stories and can remember much of what happens.</p> <p>Use a wider range of vocabulary.</p> <p>Understand a question or instruction that has two parts, such as "Get your coat and wait at the door".</p> <p>Understand 'why' questions, like: "Why do you think the caterpillar got so fat?" • Sing a large repertoire of songs.</p> <p>Develop their communication, but may continue to have problems with irregular tenses and plurals, such as 'runned' for 'ran', 'swimmed' for 'swam'.</p> <p>Develop their pronunciation but may have problems saying: - some sounds: r, j, th, ch, and sh - multisyllabic words such as 'pterodactyl', 'planetarium' or 'hippopotamus'</p> <p>Use longer sentences of four to six words.</p> <p>Be able to express a point of view and to debate when they disagree with an adult or a friend, using words as well as actions.</p> <p>Start a conversation with an adult or a friend and continue it for many turns.</p>	<p>Go up steps and stairs, or climb up apparatus, using alternate feet.</p> <p>Skip, hop, stand on one leg and hold a pose for a game like musical statues.</p> <p>Use large-muscle movements to wave flags and streamers, paint and make marks.</p> <p>Start taking part in some group activities which they make up for themselves, or in teams.</p> <p>Increasingly able to use and remember sequences and patterns of movements which are related to music and rhythm.</p> <p>Use one-handed tools and equipment, for example, making snips in paper with scissors.</p> <p>Use a comfortable grip with good control when holding pens and pencils.</p>
<p>Activities</p> <p>Circle games -Guess the animals</p> <p>Parachute games-dolphin jump</p> <p>Turn taking-fishing game</p> <p>Team games</p> <p>Talk about how other might feel if they don't win the game</p>	<p>Activities</p> <p>Talk about sea creatures</p> <p>Look at book and answer questions about it.</p> <p>Guess which sea creature is being described /can they describe one for the class to guess</p> <p>Under the sea vocab & vocab of key words</p> <p>Watch videos of sea creatures discuss what is happening</p> <p>Listen to sea stories</p>	<div><p>Key Vocabulary</p><p>Peaceful Submarine</p><p>Diver poisonous</p><p>Ocean camouflage</p><p>Coral Fins</p><p>tentacles</p></div> <p>Activities</p> <p>Parachute games-dolphin jump</p> <p>Large apparatus</p> <p>Under the sea movement game</p> <p>Under the sea Yoga</p> <p>Finger paint -under the sea scene</p> <p>Make paper chains</p> <p>Paint a sea creature</p> <p>Fiddly Finger Activities</p> <p>Fish for sounds using fishing rods</p>

Topic Links

Literacy	Mathematics	Understanding the World	Expressive Arts and Design
<p>Understand the five key concepts about print: - print has meaning - the names of the different parts of a book - print can have different purposes - page sequencing - we read English text from left to right and from top to bottom</p> <p>Develop their phonological awareness, so that they can: - spot and suggest rhymes - count or clap syllables in a word - recognise words with the same initial sound, such as money and mother</p> <p>Engage in extended conversations about stories, learning new vocabulary.</p> <p>Use some of their print and letter knowledge in their early writing. For example: writing a pretend shopping list that starts at the top of the page; writing 'm' for mummy.</p> <p>Write some or all of their name.</p> <p>Write some letters accurately</p>	<p>Develop fast recognition of up to 3 objects, without having to count them individually ('subitising').</p> <p>Show 'finger numbers' up to 5.</p> <p>Link numerals and amounts: for example, showing the right number of objects to match the numeral, up to 5.</p> <p>Experiment with their own symbols and marks as well as numerals.</p> <p>Solve real world mathematical problems with numbers up to 5.</p> <p>Compare quantities using language: 'more than', 'fewer than'.</p> <p>Talk about and explore 2D and 3D shapes (for example, circles, rectangles, triangles and cuboids) using informal and mathematical language: 'sides', 'corners'; 'straight', 'flat', 'round.</p> <p>Make comparisons between objects relating to size, length, weight and capacity.</p> <p>Extend and create ABAB patterns - stick, leaf, stick, leaf.</p> <p>Notice and correct an error in a repeating pattern.</p>	<p>Use all their senses in hands-on exploration of natural materials.</p> <p>Talk about what they see, using a wide vocabulary.</p> <p>Understand the key features of the life cycle of a plant and an animal.</p> <p>Begin to understand the need to respect and care for the natural environment and all living things.</p> <p>Know that there are different countries in the world and talk about the differences they have experienced or seen in photos.</p>	<p>Begin to develop complex stories using small world equipment like animal sets, dolls and dolls houses, etc. Develop their own ideas and then decide which materials to use to express them.</p> <p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Respond to what they have heard, expressing their thoughts and feelings.</p> <p>Remember and sing entire songs.</p> <p>Play instruments with increasing control to express their feelings and ideas</p>
<p>Activities:</p> <p>Under the Sea stories</p> <p>Colouring of sea life pictures</p> <p>Initial sounds & rhyming words linked to under the sea key words.</p> <p>Draw a sea creature and write initial sounds</p> <p>Identify sounds on magnetic fish</p> <p>Reading den-read sea life books</p>	<p>Activities:</p> <p>3D shape hunt</p> <p>Subitise</p> <p>Magnetic fish game with numbers on</p> <p>Order numbers 1-10-1 more and 1 less</p> <p>Match a group of objects to a numeral</p> <p>Make a fish pattern</p> <p>Add together two groups of sea objects</p>	<p>Activities:</p> <p>Looking at our world in RE</p> <p>Watch under the sea videos-looking at different sea creatures and how they move</p> <p>Play with seaweed in tray</p> <p>Use 2 simple program to create a sea picture.</p>	<p>Activities:</p> <p>Paper chain octopus</p> <p>Create paper plate fish/jellyfish</p> <p>Dance and play musical instruments to songs</p> <p>Sing and make up songs</p> <p>Make sea cakes</p> <p>Sea creature wax resistant</p>