

C&L

Naming different types of sea creatures.
Listening to stories and responding to questions.
Working together to make up a story based on 'Going On a Bear changing the Bear to a Shark.
Learning rhymes about sea creatures
Making books to retell Stories including Fidgety Fish and the Clumsy Crab.
After reading Billy's Bucket play listening games, describing what is in the bucket.
Providing opportunities to practise using new vocabulary within a play based context.
Develop awareness of alliteration and rhyme.

Physical Development

Weekly obstacle courses in the outside area to develop gross motor skills.
Opportunities to develop control when using mark making tools
Finger gym activities to develop fine motor skills for example using tweezers and threading.
Yoga sessions linked to under the sea theme.
Moving in the style of different sea creatures for example waddling like a walrus.
Using decorator's brushes and other large mark making tools to create waves on a large scale.

Understanding the world

Investigate floating and sinking through water play
Finding out about sea creatures and comparing with other habitats
Making information books about sharks
Planting and caring for the plants in the
Programming the Bebot toy to travel forwards and backwards. Programming the Bebot to find the pirates treasure.
Using the 2 simple paint programme to create sea life pictures
Continue with looking at food produced on the farm

Literacy

Book making retelling the stories introduce during the topic
Making information books about Sharks.
Acting out stories, reflecting on what the characters say and how they feel
Making puppets to act out the story of fidgety Fish.
Making up own story based on Billy's Bucket
Drawing a treasure map for the pirates
Opportunities to explore mark making both inside and outside
Practise writing names, looking at correct letter formation.

Mathematics

Sorting sea creatures, giving own reasons
Number rhymes to support understanding of more than and less than
children in matching number to quantity
How many fish beads can you thread before the timers runs out.
Developing understanding of capacity through water play.
Naming and ordering numbers securing the stable order of numbers.
Counting treasure for the treasure chests
Through ongoing practise secure understanding that the last number counted identifies how many in a set.

Under the sea



Expressive Arts and Design

Observational drawings of fish
Pirate and mermaid role play
Creating aquarium boxes, using a range of materials.
Exploring ways to depict water.
Observational drawings of fish
Revisit using tiles to print waves, sea creatures.
Using child's photo to draw portrait as a pirate or a mermaid

Characteristics of Effective Early Learning

Continue to work on the plan, do and review cycle.
Children to come up with their own solutions to different scenario's including;
How can we rescue the whale, without touching it with our hands?
How can the pirates rescue the treasure from the sea?

Personal, Social and Emotional Development

Preparing for transition into reception
Reflect on how starting a new school or class can be a little worrying, how to manage this, articulate how it can make you feel.
Thinking about what makes a good friend,

