

Personal Social and Emotional Development

Building Relationships:

Circle time- pass a toy RF around and encourage children to talk about what makes a good friend.

Discuss what it means to be 'lonely' and why RF felt lonely. How can we stop people feeling lonely?

Show children videos of the sea and link to looking after our world – linking to plastic in seas and the harm it is doing.

Make large RF- each child makes a scale and ask children in small group discussions who are their friends and why. Scribe friends name on sparkly scale. Play Handle's water music, Walt Disney's Fantasia for children to a paint, draw lines, squiggles and mark make to using blue, green and white media

Self-Regulation:

Provide role- play masks, story sacks, finger puppets from the core stories for children to re-enact the story in groups.

Hide photos of the animals and fish that live under the sea in the outside playground- children to work in teams to find them.

Display animals and fish that live under the sea in the water area, plastic toys so children can compare and contrast and talk about the Natural world

Managing self- Celebrate those children who can now fasten their coats.

Literacy Development

Comprehension

A selection of non-fiction books about animals and fish that live under the sea. Support children with their understanding the 5 concepts about print.

Set up role-play under the sea area with masks, puppets, microphones, key labels, pictures, clip boards and writing material. Encourage chn to re-tell the stories they have been listening to.

Word reading:

Provide word mats, labels of fishes and animals names for children to see and try to decode using their knowledge of single letter sounds.

Phonics initial letter sound game with sea animals.]

Writing:

Provide writing frames, small fish shaped booklets for free writing activities.

Make alphabet fish out of card so chn can build words, practise their phonics and letter recognition. Laminated fish patterns for children to trace over.

Provide malleable materials for chn to play with such as shaving foam/gelli baff with magnetic letters in for chn to find and name. Add one handed tools such as spoons and scoops for chn to explore with.

Phonics initial letter sound game with sea animals.

Mathematics

Numbers:

Numbered fish so chn can sequence, add, take-away and count up to 5,10,20.

Chalk out a large rainbow fish outside write numbers 1 to 10 on scales – invite chn to roll a dice and match numbered mats to scale.

Provide large cardboard boxes for chn to make boats/submarines and talk about the shapes they are playing with.

Put different sized fish into water tray using fishing nets chn to count how many fish they can catch.

Play magnetic fishing game to encourage counting and recognition.

Provide different coloured shapes such as circles, triangles, squares, hexagons for chn to create their own patterns with.

Numerical Patterns:

Read Hurray for fish and talk about the different patterns, sizes and lengths – can the children name them. Make different patterned fish out of paper plates – children can paint dotted, stripy, numbered fish. Make big and small fish out of clay, wiggly fish out of pipe cleaners.

Physical Development

Gross Motor:

Rainbow Fish Movement activity encourage chn o move in different ways like the characters in the story such as wobble like a jelly fish, crawl sideways like a crab, snap like a shark.

Play songs for the children to learn about sea animals and fish such as There's a hole in the bottom of the sea and baby shark.

Play Parachute game based on the sea can the chn move the parachute in different ways like ripples of water or big stormy waves passing one wave from one side to the other.

Play under the sea music such as Handle water Music children to dance with ribbons and scarves..

Circle game – name that fish – similar to duck duck goose except use fish names.

Fine Motor:

Encourage chn to mark make by using water to paint with using different sized paint brushes/rollers to develop large gross motor movements by making lines, circles, shapes, letters and numbers.

Make 'fishy friendship' bracelets using ribbon and beads.

Blue sparkly play dough for children to make different shaped fish from stories.

Under the sea-Summer 2



Communication and Language

Listening, Attention & Understanding/Speaking

Encourage chn to re-tell the stories they know and model using different voices.

Learn songs and rhymes about the sea such as There's a hole in the bottom of the sea, we all live in a yellow submarine.

Circle listening game- chn take turns to say 'It's only me the blue little fish' and child who is the RF has to guess who's voice it is?

Listening area have an audio copy of the rainbow Fish so chn can explore the CD player independently.

Encourage the chn to talk about their favourite sea creature and why? Have they seen them on holiday? When they visited the zoo? When they went to the Aquarium?

Discuss with chn their favourite sea film such as Finding Nemo or Shark Tale?

Introduce new vocabulary with pictures of fish and animals that live in the sea- fin, scale, gill, seaweed, plankton. Sort and classify using hoops- what lives in the sea/which animal lives on land?

Small world play with animals and fish that live in the ocean, sea, topical fish, with blue glittery water and shells so children can role play and use their imaginary voices.

Vocabulary:

Fish, sea, water, cold, wave, shark, jellyfish, sea horse, octopus, penguin, polar bear.

Visits:

Horniman's Museum – Aquarium.
Danson's - Splash Park.

Understanding the World

The Natural World:

Encourage chn to explore colour, shape and light using glass beads, prisms, counters and paddles- children talk about what they see using wide vocabulary.

Show videos about The Blue Planet and talk about caring for our oceans and all the living things that live in it.

Notebook programme for chn to draw under the sea animals and fish. Turn Bee Bot into a shark/whale chn to program it around simple sea map/treasure map.

Selection of child friendly ICT equipment for children to record themselves telling the story.

Sea world small play with different fish, whales, sharks, shells encourage chn to talk about their characteristics.

Ice world- freeze fish and shells in ice for chn to watch melt, explore and comment on what they see.

Look at a variety of non-fiction books, videos about what lives under the sea including 'The Abyss'

People, culture and communities:

Talk to children about our school community – church school. Discuss why they like coming to school – do they feel safe and well – looked after?

Expressive Arts and Design

Creating with Materials:

Collage large RF, chn make individual rainbow- coloured scales.

Play 'under the sea' type music such as Handel water music for the chn to move and dance in different ways to.

Chn explore printing with fish shapes- make repetitive patterns.

Bubble prints- chn blow through straws and place paper on top to make under the sea back drop for display.

Chn to learn how to mix blue and yellow to make the colour green.

Using recycled materials children make 3D fish, jelly fish, octopuses for class display.

Sea creature's mobiles.

Clay model fish use sequins to make shimmery effect.

Chn make glittery blue play dough to make sparkly scales.

Chn draw/collage fish from the Sea/Abyss .3D shark

Being Imaginative and Expressive:

During circle time children play a variety of musical instruments with increasing control to make water sounds to link with core stories and familiar songs.

Loud music, eerie music, calm music, frightening music.

Begin to develop complex stories with small world set up - sea shore, Arctic, Ocean with animals, fish that live under the sea.

Build with blue, white and grey Lego to make ice world scenes and scenarios.