

PSED

- Prepare for transition to Class 2.
- Keeping Safe: looking at our support networks.
- What do fish need to keep healthy?
- Looking after our oceans.
- Explore friendship using the story of the Rainbow fish and the story of The Snail and the Whale.
- Make Good Friend Cards



Communication and Language

- Role play pirate ship
- Under the sea, describe it and find it game.
- What Am I? IWB Power point game.
- Role play fish and Chip shop.
- Write a class non-fiction book about fish and underwater creatures.
- Show and Tell
- Create a 'Reading Den'. Children tell or retell stories to their friends.



Mathematical Development

- One more than numbers to 20 and beyond.
- One less than numbers to 20 and beyond.
- Writing and ordering numerals to 20
- Problem solving- programme roamer to find Nemo, using counting on.
- Learning the mathematical names of 2D & 3D shapes and their features and making underwater pictures.
- Ordinal numbers ready for Sports Day.
- Learn Its- $2+3$, $2+1$
- They solve problems, including doubling, halving and sharing.
- Order fish by weight and size.

Understanding the World

- Floating and sinking, boat race.
- Learn about animals that live in the sea.
- Sort and compare sea creatures.
- Name parts of a fish.
- Look at the variety of life under the Sea.
- Visit to the Sea Life Centre
- Floating and Sinking Experiment.
- Children to record each other telling their under the Sea Stories.
- Set up the water tray as a rock pool for the children to explore.



Under the Sea



Literacy

- Make a poster for a missing fish. To develop description of a character.
- Children to make up a simple underwater fish story, using the story of Nemo as an example.
- Enjoy a range of under the sea stories.
- Daily Phonics- Teach vowel alternatives
- Rotten red words and word tin words.

Physical Development

- Make paper boats,
- Make sandcastles and find treasure in the sand.
- Real P.E Pirate Pranks, Static Balance one leg standing.
- Practice for Sports Day.
- Learn a dance to the little mermaid song "Under the Sea."
- Under the water themed crafts to develop fine motor skills. (See EAD)



Expressive Arts and Design

- Pretend to be pirates and mermaids in the role play area.
- Create their own fish or sea creature.
- Close observational sketches of real fish.
- Fish collage.
- Use large construction materials to make a pirate ship.
- Seaside in a bottle craft.
- Handprint mermaid activity
- Lollipop stick fish craft.
- Paper plate crab craft.
- CD Fish craft.