

## Communication, Language & Literacy

- Memory & lists game, I packed my bag and in it I put...
- Role play – fish and chip shop/Travel agents.
- Composing stories about holidays.
- Booking forms and telephone conversations about holiday bookings.
- Writing postcards.
- Making posters for holiday destinations.
- Writing labels for suitcases, maps.
- Show and tell- holiday pictures welcome!
- Photographs of modes of transport.
- Sounds- ay, ee, igh, ow, oo ,oo ,ar, or, air, ir, ou, oy
- Guided Reading and Word Tins
- Rotten Red Words

## Books/Music

- Commotion in the ocean
- Rainbow fish
- The light house keepers lunch
- Seaside poems
- The fish who could wish
- The snail and the whale
- Sounds of the sea.

## Mathematical Development

- Addition and subtraction
- 1 more, 1 less
- Ordering numbers
- Problem solving including halving, sharing doubling.
- Number bonds to 10 and 20.
- Counting in 2s, 5s and 10s
- Rapid maths
- Data handling – how do we travel to school?
- Data handling – how we travel on holiday, bar charts, pictograms.
- Weighing bags for travel
- Time
- Distance – miles to destination? Walk, drive, fly or sail?
- Using money in role play – e.g. Buying tickets, paying for fish and chips
- Using shape moulds in the sand.
- Days of week – booking holidays.

## Physical Development

- Junk modelling to modes of transport.
- Balancing games
- Cutting and sticking holiday posters.
- Building holiday locations with blocks.
- Making Dens.
- Dance- seaside theme.
- Ball skills.
- Sports Day Practice.
- Real PE- Puffing along Unit 3
- Real P.E Off to the seaside Unit 4
- Making sand castles.
- Playing Boules.

## Summer 2

## Seaside Holidays



## Personal, Social & Emotional Development

- Feelings about moving on to Year One.
- PSED circle time- solving conflicts.
- Learning to accept people having differing opinions is allowed.
- Special Person
- Working in teams to solve problems and complete sea side themed challenges.
- Making plans, and reviewing what they would change if they repeated the activity.
- Developing strategies to resolve minor disagreements through listening to each other to come up with a fair solution.

## Understanding the World

- Maps – Where should we go on holiday?
- Compare the time taken to get to holiday destinations around the world.
- Collection of tickets from different modes of transport.
- Directions games and stop-go games.
- Outdoor play – homemade water ways with sections of plastic guttering
- Water tray – boats and animals
- Sand- lets go to the seaside. Buckets and spades.
- Weather – Compare weather at destinations across the world.
- Pack a suitcase – clothes for a hot climate.
- Seaside holidays, past and present. Compare similarities and differences.
- Finding out about holidays and destinations.
- Why do people go to different places?
- Floating and sinking investigation.
- Making boats- boat race.
- Seaside discovery sack.



## Expressive Arts and Design

- Make models of different modes of transport.
- Small world play – variety of habitats e.g. zoo, jungle,
- Role-play tourist office/travel agents/fish and chip shop
- Retelling stories with puppets.
- Seaside in a bottle.
- Paper boats
- Observational drawings of fish.
- Seaside pictures
- Ice cream cone- DT project.
- Making ice cream sundaes.
- Making sand pictures.
- Making flags.
- Five little fishes song. Design your own sea creature