

Personal, Social and Emotional Development

Read the story 'The Rainbow Fish' and use it as a prompt to discuss how the rainbow fish behaved. Why might he have behaved the way he did? How might the other fish have felt? How might the Rainbow Fish have felt once he began to share his scales?

- Read the story 'The Snail and the Whale'. Use it as a prompt to start a circle time activity about how it is important to be a good friend.
- Circle time game - pass a soft toy sea creature around the circle. What kind of sea creature they would like to be for a day and why?
- SEAL - changes - I can tell you what I can do now that I couldn't do when I started school or nursery. - I can tell you how I have changed. - I can remember feelings I have had, and why I felt like that. - I can sometimes tell you how change makes me feel. - I can sometimes tell you how change makes me feel. - I know that sometimes when people are not very nice to me, it is because they don't feel very good inside. - I know how to help someone when they are feeling sad. - I can tell you what I did with my class or group to make the outdoor area (or classroom, or setting) better.

Understanding the World

Sea creatures - habitats
Ways of travelling now and then
Bee Bot treasure map work.
Programmable toys.
Children access all ICT opportunities independently.
Smartboard, available.
Investigate objects that float and sink
Make a boat using a material which will float.
Describe how you could improve your model - make it go faster, improve its floating ability etc.

Physical Development

Movement sessions
Den building
Outside Movement Area
Dressing independently
Dressing Appropriately
Correct pencil grip
Handwriting Outside -
Dancing games, Ring games.
Parachute games. Climbing sessions indoors and outdoors.
Indoor Climbing
Indoor climbing - create an obstacle course, crawling through, tunnels/ chairs, hopping along bench, rolling across mats, etc.
Outdoor play using transport (role-play) with road layouts. Outdoor play using vehicles.
Why do we need healthy food?
What else do we need?
Discuss what we need to keep our bodies healthy i.e. sleep, food, exercise.

Literacy

Books of the Week:
Retelling / role play
Sequencing / ordering events
Repeated phrases
Play writing opportunities
Phonics
Imaginative play - The sea, The Lighthouse Keeper's lunch, Rainbow Fish story sequences and characters.
Working as part of a team in role play, small world and construction areas together
Opportunities for story retelling.

Communication and Language

Listening games
Circle time
Words that rhyme
Story making and telling
Find seaside objects and describe them listening and attention.
Imaginative play - The Sea, Rainbow fish, The Snail and The Whale, The Lighthouse Keeper's lunch
Stories about seaside
Working as part of a team in role play, small world and construction areas
Opportunities for story retell.

Mathematics

Finding one more and one less - Ordering numbers
Size
Sequencing - routines of the day
Under the Sea Size Ordering Pictures.
Shells with Number Bonds 0-10. Repeating patterns.
Make shape fish.
Numbers 0-20 on Sea Creatures.
Capacity - how many sea creatures / shells etc can you fit in a treasure chest?
counting / sorting
Sea creatures / counting on / add / subtract
Threading beads - counting
Mental/ oral counting games, number fan games, estimating activities.
Sand and water, play dough and problem solving games.

Under The Sea F1 and F2

Topic Plan - 7 weeks

Dear parents/carers,
This half term in Foundation our topic is 'Under The Sea'

Expressive Arts and Design

Sea creature wax resist pictures
Handprint mermaid - sea creatures
Craft Activity
Explore using different percussion instruments to represent different sea creatures. Encourage the children to think about which instrument would be best and why, along with how they should be played (quiet/loud, slow and fast).
Found materials collage.
Design their own model boats using a selection of materials. Then test them out in the water area.

