



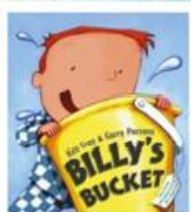
As talkers and listeners

we will:

- Pass a mystery bucket around and encourage children to describe what they can see or imagine inside
- Play "What's in the bucket?" guessing game using descriptive language and clues
- Encourage children to talk about their favourite sea creature and explain why.
- Use a tray of sea creatures for memory games (what's missing?) and I Spy games.
- Encourage children to listen carefully to clues and respond appropriately to games like 'what am I?'
- After stories, ask children to retell parts of the story, describe characters and settings and encourage predictions.
- Discuss character feelings and actions (e.g. friendship, sharing)
- Sort objects and talk about "what belongs in the sea?" and "what does not belong?"
- Make sea creature sounds using voices and instruments
- Explore how sounds change (loud/quiet, fast/slow)
- Encourage children to describe sounds they hear (e.g. waves, bubbles)
- Use the story Commotion in the Ocean throughout as a springboard for discussions about different sea creatures.



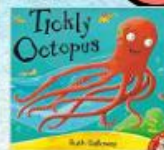
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SUMMER 1

Our Big Question in Nursery:

What Can You See in the Deep Blue Sea?



The questions we will be answering are:

Finishing off from our last topic:

How do caterpillars change?



What is in your bucket?



Who lives in a shell?

Who is the scariest creature in the ocean?

How can we look after the ocean?

Where has my treasure gone?!

The books we'll be looking at are:

For developing our gross and fine motor skills, we will:

- Move like different sea creatures (e.g. octopus, fish, crab) using whole-body actions
- Create a sea creature obstacle course- Walk sideways like a crab, Balance across benches, Step through hoops
- Play "swimming away from the shark" chasing game
- Wriggle and crawl under a cargo net like trapped fish escaping
- Use a parachute to make small ripples (gentle waves) and create big stormy waves
- Dance and move to underwater music, changing speed and movement style
- Use ribbons to represent waves, moving fast/slow depending on the sea
- Play catch the bubbles game to develop coordination
- Act out movements of sea creatures during role play
- Practise mark making in sand (writing initial sounds like "s" for shark)
- Draw and label sea creatures
- Use scissors to cut out sea creatures, sni
- Create collages using different materials (paper, fabric, foil)
- Make playdough sea creatures (e.g. puffer fish with spikes)
- Thread items (e.g. cheerios onto spaghetti) to make octopus tentacles
- Use hole punchers and simple tools in craft activities
- Print patterns using bubble wrap, shells and objects
- Make blow paintings using straws (octopus ink effect)
- Build models using recycled materials (boats, turtles, crabs)
- Sort small objects (e.g. shells, marbles, sea creatures)
- Count and place objects carefully (e.g. pearls into shells, spikes on fish)



As mathematicians, we will:

- Begin looking at the concepts length and height- looking at tall and short, and long and short.
- Begin to explore the mass of different objects. We will be introduced to a balance scale and will begin to explore how the balance scale can help them compare the mass of different objects. The children will begin to use the vocabulary heavy/heavier and light/lighter to compare the mass of different objects.
- Compare the capacity of different containers by filling them up with water.
- Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then...', 'next'.
- Explore the language of position including on, under, in, out, in front, behind.
- Compare quantities using language: 'more than', 'fewer than'

To develop our PSED we will:



- Read the Rainbow Fish, and create a "special fish" self-portrait and explain choices of colours, shapes and patterns
- Encourage children to talk about what makes them unique and special
- Discuss what it means to be a good friend (sharing, helping, being kind)
- Share achievements and celebrate individual strengths during group time
- Reflect on learning by discussing "what I can do now"
- Discuss how to look after the ocean and environment
- Encourage children to think about:
 - What belongs in the sea
 - How to keep it clean
- Promote responsibility through simple actions (e.g. tidying, recycling)

SUMMER 1

Our Big Question in Nursery:

What Can You See in the Deep Blue Sea?



Exploring the world, we will:

- Investigate different sea creatures using books, images and videos
- Learn to name and describe fish, mammals and other ocean animals
- Sort creatures into groups (e.g. fish / not fish, big / small)
- Explore where sea creatures live (e.g. oceans, rock pools, shells)
- Create mini rock pools using water, sand, shells and small world animals
- Discuss how animals survive in their habitats
- Learn about life cycles (e.g. turtles)
- Complete simple investigations, such as observing what happens when sand is mixed with water, exploring materials (wet/dry, rough/smooth)
- Predict and test ideas (e.g. will it float or sink?)
- Sort objects by material (e.g. plastic, wood, metal, glass)
- Compare and describe materials (e.g. shiny/dull, hard/soft)
- Sort items into:
 - Things that belong in the sea
 - Things that do not (rubbish)
- Discuss the impact of pollution on sea life
- Create posters to promote recycling and protecting the environment



In phonics, we will:



- Continue learning our letter sounds with Rocket Phonics First Steps.
- We will read Big Books that support us to learn the sounds: y, ng, v, l, ch, sh
- Sort words by initial sounds, using sea creature words
- Practise alliteration (e.g. "silly sea snake")
- Explore body percussion and sound making (clapping, tapping rhythms)
- Identify initial sounds in words (e.g. s for shark, j for jellyfish)
- Mark make sounds in sand
- Do sound hunts around the classroom (find objects beginning with the same initial sound)

As artists, designers and

musicians we will:



- Make sea creature collages using paper, fabric, foil and natural materials
- Create rock pools using sand, water, shells and small world objects
- Design and build sea creatures using recycled materials (e.g. turtles, crabs, fish)
- Make paper plate fish using printing techniques
- Create puffer fish models using playdough and small objects
- Use junk modelling to build boats and test them in water
- Print patterns using bubble wrap, shells and stones
- Explore blow painting with straws to create octopus ink effects
- Use chalks on dark paper to draw deep-sea creatures
- Experiment with colour, texture and layering when creating fish scales
- Investigate imprinting patterns into playdough
- Cut, stick and assemble materials to create jellyfish and octopuses (using ribbon, string, wool)
- Explore underwater-themed music and move bodies to match
- Create sounds using instruments and our voices (e.g. ocean sounds, animal noises)
- Make simple musical instruments (e.g. wave shakers with rice)
- Compose simple sound patterns to represent calm or stormy seas
- Move like sea creatures (e.g. floating jellyfish, swimming fish)
- Use ribbons or scarves to represent water movement. Explore slow, calm movements (gentle sea), fast, energetic movements (stormy sea)