

Expressive Arts and Design

- Sew a felt fish, making it 3D.
- Design, make and decorate own fish.
- Collage sea picture.
- Make a boat
- Paint a pirate.
- Wave patterns.
- Sea montage.
- Make a lighthouse.
- Hokusai sea pictures.
- Music – ‘working world’, ‘seaside’, ‘pebbles’, ‘storm’, ‘sky high, toe low’ and ‘light’.
- Make boats
- Make telescopes, eye patches, ships, hats, flags and treasure maps.

P.S.E.D

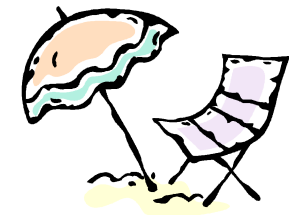
- Learning about keeping safe.
- Looking at people who help us at sea.
- Being helpful.
- Talking about transition days and talking about moving to year 1.

Understanding the World

- Looking at sea animals from around the world.
- Floating and sinking.
- Read about how pirates lived.
- Light and dark – looking at sources of light and linking to lighthouses.
- RE – looking at sea stories, Jesus calms the storm, Jesus Walks on water and Jonah and the whale.
- ICT – pirate games, draw and label ice creams, paint seaside pictures, design own finger and Bee bots.

Seaside

Early Years



Mathematics

- Weighing parcels.
- Number formation.
- Problem solving investigations.
- Patterns using shells.
- Sorting shells.
- Looking at 2D and 3D shapes.

Physical Development

- Games: sports day rules and games.
- Gym: travelling and taking weight on different body parts.
- Fine motor skills games and activities, e.g. cutting and sticking, dough disco and pencil play/letter formation.
- Gross motor skills activities, e.g. riding bikes, sand, water and role-play.
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Literacy

- Looking at a variety of seaside and pirate stories.
- Design and label own fish.
- Make wanted posters.
- Look at lighthouse keeper stories.
- Look at information books.