



This topic web gives you a flavour of some of the activities your child will undertake this term

Key Texts: The Rainbow Fish, The Very Hungry Caterpillar, The Lighthouse Keepers Lunch, The Snail and the Whale, Pirates in Underpants.

Personal, Social and Emotional Development (PSED)

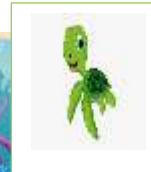
- Find out about and discuss life of a pirate - rules on a ship - why do we need rules?
- Is stealing ok? Why not?
- Discuss the changes that are going to occur within themselves and in school
- Preparing for life as Year 1 - discussing transition
- Continue to find out about the school rewards and how to work towards achieving them

Physical Development (PD)

- Play pirates game - different movements - climb the rigging, scrub the decks, walk the plank
- Fine motor skills - make a necklace for a mermaid
- Use tweezers to find the treasure
- Learn letter formation and use in their writing
- Learn about and practise sun and water safety
- Develop cutting, sticking skills through seaside craft
- Prepare for and take part in sports day
- Visit the Baslow field area for some outdoor learning



Under the Sea



Maths (M)

- Sort jewels into colours, sizes and materials give their reasons
- Learn about doubling and halving through treasure
- Positional language - treasure maps - direct the beebot
- Learn 2d + 3d shapes through treasure and sea creature games
- Learn about language of addition and subtraction through pirates booty
- Counting activities linked to sea creatures, the seaside, rock pools and treasure

Literacy (L)

- Make a tea stained treasure map, name the features, create a story around their map
- Write a postcard from the seaside
- Message in a bottle
- Use adjectives to describe a pirate/ mermaid
- Create narratives around the seaside, under the sea and pirates/ mermaids

Expressive Arts and Design (EADD)

- Make pirate hat, eye patch, treasure map, telescope - encourage accuracy and independence in folding, cutting, sticking
- Make ice lollies - following instructions
- Create their own 'seaside in a bottle'
- Learn and sing pirate/ seaside songs e.g., When I was 1..., Oh I do like to be...
- Help create a seaside/ under the sea display
- Design and make a pirate ship - will it float or sink?
- Undertake a variety of activities independently to encourage own creativity
- Role play in the seaside cafe

Communication and language (CL)

- Learn and perform pirate phrases, songs and sea shanties
- Develop new vocabulary linked to habitats, animals, the seaside, under the sea, life cycles and use in discussions and in role play
- Name features of the seaside through an interactive game
- Identify features in the area they live
- Watch videos and look at power points and books and use these as starting points for discussions and to stimulate questions (linked to minibeasts, the seaside and under the sea)
- Play Kim's game with things you would take to the seaside - how many can they remember?
- Talk about the problems of plastic in our oceans - how can we persuade others to help us to reduce this problem

Launch Activity: David Attenborough – BBC trailer for 'The Blue Planet'
<https://youtu.be/kAphgHhltEM>

Understanding the World (UW)

- What is water? Where is it found? Why is it important?
- Find out and name features in their local environment
- Does everyone live in the same sort of place?
- What is the seaside? What would you find there?
- Explore floating/ sinking pirate boats, magnets to find treasure and electricity in a lighthouse.
- Explore different materials and forces?

