

Medium Term Planning

Under the Sea WB 6.6.22

ELG in bold

Personal, Social and Emotional Development	Communication and Language	Physical Development
<p>-Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.</p> <p>-Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.</p> <p>-Work and play cooperatively and take turns with others.</p> <p>Activities:</p> <ul style="list-style-type: none"> • Make a group aquarium, discuss ideas, who is making which part. • Make own under the sea picture using resources they choose. 	<p>Listen attentively and respond to what they hear with relevant questions, comments and actions when being read to and during whole class discussions and small group interactions.</p> <p>-Make comments about what they have heard and ask questions to clarify their understanding.</p> <p>-Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.</p> <p>-Express their ideas and feelings about their experiences using full sentences, including use of past, present and future tenses and making use of conjunctions, with modelling and support from their teacher.</p> <p>-Offer explanations for why things might happen, making use of recently introduced vocabulary.</p> <p>Activities:</p> <ul style="list-style-type: none"> • Anticipate what might happen next in the story. • Answer how and why questions about the stories • Explain facts about different sea creatures • Tell their own story about a sea creature. What could happen. Use small world sea creatures. • New vocab describing sea creatures • Explore objects that float & sink 	<p>Gross Motor</p> <p>-Negotiate space and obstacles safely, with consideration for themselves and others.</p> <p>• Demonstrate strength, balance and coordination when playing.</p> <p>-Move energetically, such as running, jumping, dancing, hopping, skipping and climbing.</p> <p>Fine Motor Skills</p> <p>-Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases.</p> <p>-Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>-Begin to show accuracy and care when drawing</p> <p>Activities:</p> <ul style="list-style-type: none"> • Fiddly fingers sequins on Rainbow Fish. • Use playdough to create 3D models of sea creatures • Move around as a sea creature Under the Sea (Little Mermaid Dance)

The Specific areas of learning

Literacy	Mathematics	Understanding the World	Expressive Arts and Design
<p>-Write recognisable letters, most of which are correctly formed.</p> <p>-Demonstrate understanding of what has been read to them by retelling stories and narratives using their own words and recently introduced vocabulary.</p> <p>• Use and understand recently introduced vocabulary during discussions about stories, non-fiction, rhymes and poems and during role play.</p> <p>-Read words consistent with their phonic knowledge by sound-blending.</p> <p>• Read aloud simple sentences and books that are consistent with their phonic knowledge, including some common exception words</p> <p>-Spell words by identifying sounds in them and representing the sounds with a letter or letters.</p> <p>• Write simple phrases and sentences that can be read by others.</p> <p>Activities:</p> <ul style="list-style-type: none"> • Read sea creature stories e.g. The Rainbow Fish, Sharing A Shell, Hooray for Fish, Commotion in the Ocean, The Fish Who Could Wish. • Read info about sea creatures in non-fiction books. • Write own fact about sea creature for a class book. • Design own fish & write simple description. • Sequence story pictures. • Write own simple story about a sea creature. 	<p>Have a deep understanding of number to 10, including the composition of each number.</p> <p>- Subitise (recognise quantities without counting) up to 5.</p> <p>-Automatically recall (without reference to rhymes, counting or other aids) number bonds up to 5 (including subtraction facts)</p> <p>-Automatically recall some number bonds to 10, including double facts</p> <p>-Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.</p> <p>-Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally</p> <p>Activities:</p> <ul style="list-style-type: none"> • Make fish patterns. • 3D shape. • Add & subtract number of sea creatures by counting on and back. • Answer word problems using characters from stories involving halving, doubling food etc • Count on & back along number line using sea creatures • Order numbered fish to 20 & identify 1 more & 1 less • Number bonds of sea creatures to 5 and 10 • Match large groups of objects to numeral. 	<p>-Explore the natural world around them, making observations and drawing pictures of animals and plants.</p> <p>-Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences and what has been read in class.</p> <p>-Understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.</p> <p>Activities:</p> <ul style="list-style-type: none"> • Compare how sea creatures are the same & different. Describe them for friends to guess from their description. • Read non-fiction books/read powerpoints about facts about sea creatures • Compare town environment to beach • Poster waning people about keeping litter off the beaches. 	<p>-Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>• Share their creations, explaining the process they have used.</p> <p>• Make use of props and materials when role playing characters in narratives and stories.</p> <p>-Invent, adapt and recount narratives and stories with peers and their teacher.</p> <p>-Perform songs, rhymes, poems & stories with others & try to move in time to the music.</p> <p>-Sing a range of well-known nursery rhymes & songs.</p> <p>Activities:</p> <p>Create 3D playdough sea creatures Retell Sea Creature stories Mix colours to paint sea creatures As a group make an aquarium. Who is making which creature & how? Design their own sea creature Make rock pool picture Create own mermaid Dance to songs from Moana & The Little Mermaid</p>

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