

### Personal, Social and Emotional Development

- Circle time game- pass a soft toy sea creature around the circle. When a child has the creature it is their turn to talk. Can they say what kind of sea creature would they like to be for a day and why?
- Encourage turn taking for fishing games.
- Encourage children to work together to build a pirate ship together.

### Harewood Nursery School Weekly Planning for Nursery and Pre-school

1/2/2021

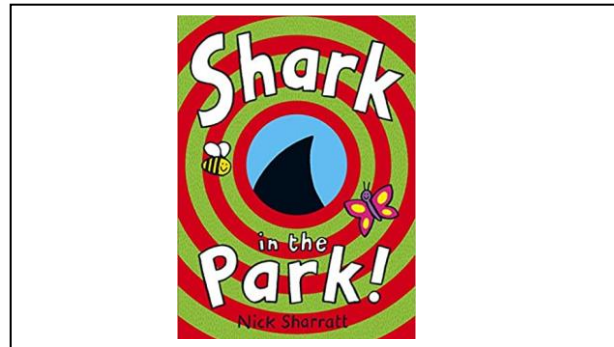
Story of the Week- Shark in the Park  
Rhyme of the Week- 1,2,3,4,5 Once I Caught a Fish Alive  
\*Letter of the week- O  
\*Number of the week – 5  
(\*Just Nursery)  
**50 Things #44 Animals Nearby**

### Maths

- Numberblocks- Number 5
- Sing counting songs/rhymes incl rhyme of the week.
- Play fishing game- children catch fish and see what number/count the number of dots and say the number- can they match to the number card.
- Play missing treasure- N introducing adding and taking away.
- Order numbers outside on washing line 0-10 with pictures.

### Communication and Language

- Play a listening and copying game using noisemakers e.g., pots and pans. Play a sound and children copy. Explore loud/quiet and simple patterns.
- Play- My Pirate name is... N
- Play listening and attention game- place different sea creatures on a tray, name them as you go. Cover with a blanket and remove one of the objects, can they say what has been removed?
- While working together to build a pirate ship encourage children to go 'under', 'on top' 'behind' to sea if they understand this vocabulary.



### Understanding the World

- What else might you find under the sea- shipwrecks. P/N
- Talk about cleaning up the oceans introduce looking after the environment. N
- Do a virtual visit to an aquarium on IWB.
- Explore floating and sinking. N to make junk model boats and test if they float/sink.
- Outside provide materials to make own rockpools. Plastic trays/ bowls water/ sand/ pebbles/ cellophane, shells, plastic sea creatures. Encourage the children to investigate the changes in the water as sand settles, how the materials feel when they are wet etc.

### Physical Development

- Squiggle While We Wiggle / Dough disco
- Funky fingers- Octopus legs N
- Feeding fish to shark P
- Outside- catch carrot goldfish
- Play 'Under the Sea' movement game- can you move like a crab/ fish/ jellyfish?
- Provide children with a starfish template and encourage them to stick on lentils/ picking up the lentils and sticking them down would be great for fine motor development.
- Sensory- explore sea creatures in jelly- outside. Can they describe texture of the jelly.

### Literacy

- Read story- Shark in the Park and other stories linked to sea creatures/ pirates incl Rainbow fish
- Non-fiction sea creatures' books
- Draw own Pirate treasure maps
- Outside- have selection of writing tools- paper/ clipboards near pirate ship.
- Children design own sea creatures.

### Expressive Art and Design

- Make telescopes N
- Sing songs linked to sea/pirates- Baby Shark/ Over the deep blue sea.
- Handprint Octopus- N
- Small world- Pirates/ sea creatures
- Make Pirate Treasure Maps N
- Outside- Explore 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- loud/quiet, slow/fast.
- Bubble painting on sea creature shaped paper.
- Shell rubbings using crayons.