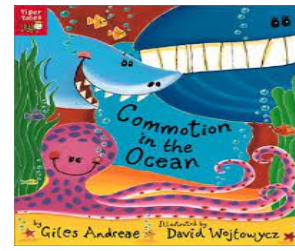
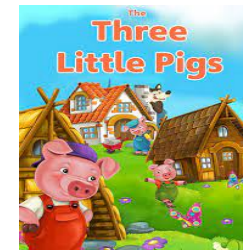
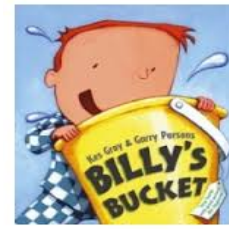


## Summer 2 - Swash Buckling Adventures

Texts - Billy's Bucket, The Mermaid, Sharing a Shell, The Night Pirates, Sleeping Beauty

Non fiction - Sea creatures, Seaside around the World,, Pirates



### Parent and Community Links.

#### Our WOW

Hatching our own duckling eggs

Mystery Beach Delivery

### Physical Development

Form recognisable letters when writing

Use gross and fine motor skills with increasing control when writing or using other tools and equipment.

### Health and Self Care

Design a healthy picnic to take to the beach

Be able to communicate ways of how to keep safe in the sun.

### Personal Social and Emotional Development

Getting ready for Year One.

Getting along with each other and as a class.

Understanding and following rules and routines.

Adjust behaviour to different situations and take changes of routine in their stride (moving to year one).

### Communication and Language

Use talk to connect ideas and explain what is happening.  
Use talk and books to extend vocabulary.  
Use the features of stories in their play.

### Reading

Read simple sentences.  
Confidently apply phase 2 and phase 3 phonics knowledge whilst reading.

### Writing

Write the tricky words from phase 2 and 3.  
Make phonetically plausible attempts at writing more complex words.  
Write simple sentence about our classroom ducklings.  
Write and design wanted posters for a pirate or draw treasure maps and write secret messages to a friend.  
Write fact files about sea creatures and how to keep safe in the sun.

### Maths

#### Number

Recognise and order numbers to twenty and beyond.

Learn to group object in 2s, 5s and 10s.

In practical activities use addition and subtraction to solve problems.

#### Shape, Space and Measure

Explore the properties and shapes of natural materials, such as shells and sand, by weighing, measuring and looking at patterns.

### Understanding the World

Show curiosity and ask questions about animals and other places.

Find out the different features of living things, such as crabs and fish.

Talk about and explain why some things occur under the sea.

Observe our classroom ducklings and discuss how they are growing and changing.

Talk about our own environment and how it might vary to other environments.

Explore other seaside places identifying similarities and differences to Blackpool.

### Creative Development

Engage in role play based on their first hand experiences and interests, such as a day at the seaside.

Represent their own ideas using a range of materials and media by creating under the sea art, sand sculptures and looking at the work of Andrew Goldsworthy.

Talk about their creations and its purpose.

Move rhythmically in response to music and dance.