

Science:

Birds -RSPB VISIT-identify types -sort garden sea waders-make paper strip birds. Choose suitable materials for design. Design and make boats which float. Floating and sinking experiments. Different types of coast- cliffs rocks sand-sequence by size of bits-realise all same basic materials. Observe living things. Checklists of things to find and identify. Play with forces-make waves - understand effects. Clips and talks on why coasts change. Explore properties of wet and dry sand. Effects of different weather at the beach- what this means for me -safety- clothing. Float and catch seaweed pictures. Sand tray building castles. Object hunt at the beach. Water tray-sea creatures. Sorting objects by where they would be found on the shore.

Social Studies:

Awareness of national campaigns to reduce plastic packaging and why. Trips out to e.g. shore-NAFC. Voar Redd Up -care of environment. How does rubbish get there and problems it causes e.g. wildlife birds-use computer visitors etc. to find out and gather information about my world. Design posters to encourage apt dumping.

Health and Wellbeing:

Taste foods from the sea. Water safety. Choosing suitable clothing and protection for conditions. Sun safety posters - big picture s in groups of at the beach -what to wear /do according to weather choice. Lifeboats-ferries fishing boats and impact on people's lives. Working cooperatively with others. Responsible behaviour when out on trips. SHANARRI.

RME:

Fishermen stories from Bible-books clips -minister. E.g. Jesus calms the Storm-Jonah and the Whale-Walking on Water-Casting net on other side for fish.

Sea and Shore**Visiting teachers**

Art: Shell fish, Flipflop design, Porthole collage, Seashell casting, Sandpaper transfers

Music Continue to work on pitch and rhythm using singing voices and percussion instruments.

P.E Athletics events in preparation for sports day. They will find out more about how their body works. They will have the chance to officiate the events and reinforce the event rules. Develop and improve their general sports and movement skills through a range of sporting activities and games. Building their confidence and developing their concentration skills.

Expressive Arts:

Fish pictures-including and demonstrating understanding of fins gills, scales. Water tray, role play sea creatures, boat men/women. Dramatize different roles at sea. Move like different creatures. Rhymes with actions and drama e.g. ROW YOUR BOAT. Move to music of different tempo to suggest sea. Use instruments to create sea and creature sound stories. Draw and make sea creatures and vessels. Junk models and collage from shore. Illustrate stories and ideas. Explore different paint techniques to express weather conditions on the sea. Compare to known artists. Make bowl turtles. Print with real things e.g. fish shells seaweed. Paint pebbles.

Numeracy and Mathematics:

Voar Redd Up categorise count junk -graph findings. Sorting rubbish into time line for degeneration. Seashore creatures -sort count measure-first hand observation. Discuss size and quantity of things. Ask and answer mathematical problems using observations. Tide times and clocks. Set out patterns using natural materials. Create creatures' boats. Symmetry in the environment -reflections in sea. Make and sort collections.

Literacy and English:

Write and draw about visits and Voar Redd Up at beach. Discuss and build vocabulary of the sea and shore as a group -turn take and listen. Dialect names for common birds and creatures. Circle memory activities adding to categories and explain. Collect and list describing words relating to shore, sea and creatures. Write poems and stories to describe sea creatures and vessels. Listening and retelling stories in sequence-using picture prompts-in summary-oral-written drawn -sequence. Discuss shared texts e.g. Tiddler-identify characters' words etc. write and draw own version of story. Listen and learn from visiting experts. Share personal experiences and knowledge as show and tell. Label collections and fact sheets. Ask relevant questions. Play fish and spell game with lines and letters to word build and reinforce word recognition. Use books and categorise into fact and fiction. Practice writing in sand. Follow instructions to make fish and boats.