

Topic Themed Activities

Solving word problems – Related to zoo and aquarium feeding amounts and times.
Comparing measurements e.g. heights of penguins, length and weight of fish.
Represent statistics using tables and bar charts e.g. grouping animals at Living Coasts.
Adding and subtracting problems with eating fish e.g. If there are 30 fish and the shark eats 21 how many are left?

Maths Activities across the Age Range

Writing numbers to 100 in numerals and words.
Counting confidently from 0-100 forwards and backwards and over 100.
Measuring- height, length, capacity and weight.
Learning to tell time and know sequences of days and months.
Addition and subtraction facts to 20.
Apply mental methods to achieve mastery in simple problem solving.
Multiplying and dividing: counting in 2s, 3s, 5s and 10s.
Knowing 2D and 3D shape names and some properties.

Possible Activities

Science – Looking at different habitats of sea creatures in the Atlantic and Pacific.
Why don't polar bears and penguins live in the same place?
Make paper chain food chains.
Floating and sinking experiments.

Investigating changes over time on ships, their voyages and the life of the crew.
Find out about the life of Charles Darwin.
What was life like on board the Titanic?

Name the 5 main oceans.
Investigating movement of waves and how they are caused.
Looking at sea life in the Atlantic Ocean and how it adapts.
Looking at and comparing sea life in the Pacific and Great Barrier Reef.

Possible Activities

Visiting places of worship, focusing on symbols and feelings.
Listening to and responding to visitors from local faith community.
Using their senses and having times of quiet reflection.
Link with Finding Nemo and his decisions making.
Making good choices now and for the future.
Being kind and thoughtful.

Under the sea

Farway KS1
Summer 2016

PRESENTATION

Role Play Area – Aquarium

Mathematical Development

(Problem solving, reasoning and numeracy)
Rising Stars Maths Units: Understanding Number;
Addition and Subtraction; Multiplication and Division;
Measures, Money and Time; Shape.

Knowledge and Understanding of the World

(Geography, History, Science)

Science – All living things and their habitats.
Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals.
Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.
History: significant historical events; boats and ships– The Titanic and its history. MSC Napoli (Branscombe).
The lives of significant individuals in the past who have contributed to national and international achievements. Francis Drake.
Geography: Oceans and seas including Galapagos Islands. Local and overseas coastline.
Identify the key physical features of beaches, cliffs, coasts, seas, oceans, rivers, seasons and weather.
Identify human features of port and harbours.
Use world maps, atlases and globes to identify the 5 main oceans.

Personal, Social and Emotional Development

(RE, PSHE, Citizenship, SEAL)

RE: Who are we? Who and what is special to me? Who and what supports and guides us?
PSHE Being responsible and making good decisions.
Decision 1 scheme – Being Responsible.

Communication, Language and Literacy

(Speaking and listening, reading, writing, MFL)

Exploring fiction and non-fiction texts as readers and writers.
Continue to apply phonic strategies and develop understanding of content and meaning.
The children will continue to learn how to punctuate their writing using capital letters, full stops, commas, exclamation marks, question marks. They will think about making good word choices and will try to vary how they start their sentences, adding detail to make their writing more interesting. They will develop the skill of reading their writing and editing it to make improvements.

Physical Development

(PE, Growth and Health)
Leap into Life units

Possible Activities
Bending and stretching, rolling and balancing.

Maypole dancing. Barber's pole.

Creative Development

(Art, D&T, Music, Dance, Role Play)

Experiment with, create, select and combine sounds using the inter-related dimensions of music.
Play tuned and untuned instruments.
Art: Learn about the work of a range of artists.
Use drawing, painting and sculptures to develop and share ideas (EAD).
Generate, develop, model and communicate their ideas through talking, drawing templates, mock-ups and, where appropriate, information and communication technology.
Select tools and equipment to perform practical tasks.

Possible Activities

Compose music to accompany a scene from 'Finding Nemo' and record it.

Design and make a model raft.
Katsushika Hokusai – The Wave – painting with salt.
William Turner – 'The Fighting Temeraire' – water colour painting
Under the sea / coral reef collage.
Paper plate aquarium.
Make a rainbow fish.

Computing and ICT Activities

Use the internet to research information about penguins.
Creating, organising and saving documents.
Programming and coding: understand what an algorithm is and apply when creating a set of instructions for programmable toys.
Using paint packages to create pictures of underwater scenes.(KU) (EAD)

Texts that teach

'Penguins' by Emily Bone – writing information text about penguins.

'How to wash a woolly mammoth' by Michelle Robinson - writing instructional texts using bossy verbs.

Poetry – based on Fantasy Island.

'Sand Horse' – Ann Turnbull- writing a story with metaphors, adverbials, complex sentences and speech.