

Year Group - Nursery

Big Question: What do you like to do beside the seaside?

Trip / Visit – Beach Trip



Planting the seeds for a lifetime of growth!
Plannu hadau I dyfu am oes

RESPECT CARE COMMUNITY

Entry Point Activity:

Teddy's day at the beach.

Exit Point Activity:

Trip to the Beach

Key
CCN - Cross-curricular Numeracy
CCL - Cross-curricular Literacy
DC - Digital Competence
CC - Cwricwlwm Cymreig / Cynefin

Special Events and Celebrations

- 1) Sports Day
- 2) Transition morning to new class (N2)

Language, Literacy and Communication

Oracy:

- Presentation- Tell us about your sunflower.
- Show and tell – Item related to sound of the week.
- Prediction – Predicting the ending of stories.
- Role-play: Acting out characters from stories.
- Talk about the characters in the stories.
- Recognise rhythm and rhyme in songs and rhymes.
- Instructions – Planting a sunflower. Making a sunflower cupcake.

Reading:

- Phonics development – Jolly Phonics.
- Initial sound recognition. Link picture cards or objects with spoken initial sounds (N2)
- Fiction: Stories, songs and rhymes linked to Big Question.
- Recall details of a story by answering open-ended questions or referring to picture prompts.
- Name recognition.

Writing:

- Name writing.
- Letter formation practise in a range of different resources.
- Finger gym/ Dough Disco
- Emergent writing – Writing postcards.
- Emergent writing – Write a list of what we would need to take for a day at the beach.

Welsh Language Development:

- Welsh themed songs.
- Welsh pattern songs
- Sut mae'r tywydd heddiw?
- Wyt ti'n hoffi?
- Beth sy'n bod?
- Pa liw?
- Counting.
- Emotions – Mr Hapus

Mathematics and Numeracy

Number:

- Subitising – What do you notice? What can you see?
- Counting
- Ordinal numbers
- Using 5 frames
- Rote count to 10 in English and Welsh. 10-0 in English.
- Number through stories
- Equal grouping and sharing
- Using mark making to represent numbers during role-play.
- Number formation
- More/ less

Money:

- Buying items using 1p coins

Measure:

- Measuring ingredients in cookery- How many spoonful/cups do we need?
- Capacity: Full/empty
- Describing height/ length differences in a range of different context
- Compare the capacities of different containers
- Using non-standard measures to record changes and make comparisons.

Geometry:

- Sorting and categorising according to size/shape/colour
- Shape: Exploring circles and spirals
- 2D shape pictures

Data:

- Data collection: Use simple pictograms to record growth in sunflowers
- Pattern – Recreating repeated patterns observed on flowers and plants.

What can we learn from growing a sunflower?

Science and Technology:

- DT – Design make and evaluate a pot suitable to grow a sunflower. What makes a good pot?
- Life cycle of a sunflower.
- Make a sunflower cupcake. (CCN)
- Investigating the different types of sunflowers.
- Investigating what sunflowers need to grow.
- Growing a sunflower.
- Use iPads to research sunflowers. (DC)

Expressive Arts

- Sunflower chalk pictures.
- Sunflower fork paintings.
- Sunflower handprints.
- Sunflower collage.
- Making pipe cleaner sunflowers.
- Make a sunflower sun catcher.
- Exploring sunflower in art – Vincent Van Gough, Claude Monet, David Hockney. (DC)
- Drama – Using different movements to represent the life cycle of a sunflower. (CCL)

Health and Well-being

- Design a healthy meal using sunflower seeds, other seeds and fruit and vegetables (CCL)
- Listen to nature sounds and use relaxation techniques to calm our bodies.
- Sunflower yoga
- Design a range of physical movements to represent the life cycle of a sunflower. (CCL)

EPIC:

What can we learn from growing a sunflower?
How big can a sunflower grow?
Can they grow inside?

Mini Question 1: What can we see at the beach?

Expressive Arts

- Paint a 'sandy' beach picture.
- Shell rubbings pictures.
- Junk Modelling – Make a beach hut out of lollipop sticks for Teddy.
- Make seaside 'story stones'.

Health and Well-being

- PSD Circle Time. Beach emotions.
- PD – Parachute games
- PD – Cosmic yoga
- PD- Fine motor skills, Wave weaving

Science and Technology;

- Make a beach picture on jit (DC)
- Investigating shells.
- Make a beach cupcake.
- Design, make and evaluate a beach hut big enough to fit in.
- Use iPads to research different beaches. (DC)
- Make an ice lolly/ice cream.

Humanities

- Discuss different beach environments. Talk about the similarities/differences of beaches around the world.
- Discuss similarities/differences of when our grandparents went to the beach.

EPIC:

What lives on the beach?

Mini Question 2: What do we need for a day on the beach?

Science and Technology:

- DT – Design a sunhat.
- Design, make and evaluate a kite.
- Design and evaluate sand castles.
- Design, make and evaluate a picnic basket.

Health and Well-being

- Make healthy snacks for a beach picnic
- PD- What games can we play on the beach?
- Make a sun safety display poster.

Expressive Arts

- Design and make a postcard.
- Learn beach themed songs.
- Make sunglasses for Teddy
- Design an outfit for teddy to wear on the beach.

Humanities

- What do we need to pack for a day at the beach?

EPIC:

Can I take toys to the beach?

"I can if I try!"