Nursery Summer Term Second Half 2024

Sand and Pirates

Communication, Language and Literacy	 Pencil grip and formation of the letters 's,a,t,p,i,n' Daily phonic activities Various role-play areas linked to topic and children's interests Rhyming activities Retelling stories with props 'Clumsy Crab' 'Fidgety Fish and Friends' 'Smiley Shark' My experiences of the seaside Memory game with seaside objects Writing pirate invitations Posters for pirate fun day Writing a postcard Fiction and non-fiction books about sea creatures Listening and following instructions
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Personal, Social and Emotional Development	 Jigsaw: Relationships I can name my body parts and show respect for myself. I can tell you some of the things I can do. I understand that we start as children and grow into adults. I know I grow and change. I can remember some fun things about nursery. I can talk about moving to school from nursery.
Physical Development	 Gross and Fine Motor Skills: Brain Gym: developing control and coordination Cosmic pirate yoga Outdoor activities to promote fine and gross motor skills Ring games Using tweezers, pegs, threading and malleable materials Cutting activities Water and sand activities
Mathemati cs	 Ordering shells by size Positional language searching for treasure. Counting and ordering gold coins Clapping patterns

	People, Culture and Communities
ð	 Pirate Fun Day
th	• Transition days
Understanding the World	 The Natural World Facts about crabs, starfish, jellyfish and sharks Water activities
Jude	 Floating and sinking
5	 Signs of summer
	Exploring and using media and materials:
	Creating with materials:
	• Clay Starfish
2	 Paper crabs
sig	 Pirate hats, bunting and posters.
de	 Telescopes and binoculars
Ъ	• Sand pictures
D	• Treasure maps
arts	Being imaginative
) e (Role play areas: The seaside, seaside cafe, pirate ship
Expressive arts and design	• Drama: retelling stories using props and musical instruments
xpre	Music
	Creating musical instruments
	 Singing seaside songs and pirate shanties

In addition, during **child-initiated learning** activities to be planned focusing on STEAM (Science, Technology, Engineering, Art and Mathematics) and additional activities linked to children's own interests.