

'Love your neighbour as yourself' (Luke 10:27)

St. Bridget's C of E Primary Summer 2: Term Knowledge Organiser

Year F2- under the sea

Inspiring, nurturing and educating our children to serve God by reaching their full potential, serving our local community and by looking after our environment as global citizens of today and tomorrow.

Key Vocabulary & Information

pollution recycling

reusable

rubbish

environment

Sinking
Floating
Pirates
Shipmate
Shipwreck
Island
Coral reef
Ocean
Mermaid
camouflage

Reading Opportunities

Somebody swallowed Stanley Pirates love underpants Commotion in the ocean Rainbow fish Starry Stan (ebook)

Values explored

- Love Your Neighbour
- School Vision Statement
- Compassion
- Hope
- Love
- Resilience
- Friendship
- Creativity
- Global Goal 14 / 15 "Life on Land" "Life

Learning Opportunities (Sequential week teaching points or explicit opportunities planned)

UTW- learning about the animals and plants that live under the sea, learning facts about different creatures. Pollution and the effects of throwing rubbish into the sea. Recycling and plastics. Floating and sinking

Investigation station - 2 clear jars - one plastic bag and one octopus, discuss similarities and differences linked the book 'Somebody swallowed Stanley'

BI- Under the sea role play cave and outdoor pirate ship

EAD- paper plate fish and octopus, under the sea collage, mini me mermaid and pirate pictures, fish bone collage, footprints in the sand. Under the sea concert. Creating own jolly roger flags using chalks.

Literacy- job list for pirates, if I were a mermaid/pirate descriptive writing, under the sea story writing, pobble stimulus, reading challenges and comprehension reading/writing. Labelling pirate ship.

PD- sorting real and plastic coins using magnets - extension wearing an eye patch and using spoons to sort.

Large scale construction- building caves, pirate ships, coral reefs, shipwrecks and rafts.

ICT- Beebots to go and collect the treasure, phonics play – sorting real and nonsense words, using interactive clipboards to record ideas for writing, using the interactive whiteboard to draw and plot a map to find the treasure.

Texture Kitchen/Outdoor enhancements- making caves, pirate ships, rafts, islands. Water play – floating and sinking. Sand pit - digging for treasure and creating tunnels and islands.

Mathematics- reinforce all numbers to 20, recognition and ordering, one more and one less. Counting in twos, fives and tens. Halving, doubling and sharing, odds and evens, days of the week, months of the year, ordinal numbers and weighing using bucket a bucket balance.

Display Information/Questions

What lives under the sea? Are mermaids real? How do fish breathe? How can we look after our world? Can you describe a pirate ship?

EYFS FRAMEWORK

L & A- They listen to stories, accurately anticipating key events and respond to what they hear with relevant comments, questions or actions. Maintains attention, concentrates with increasing attention and recall.

Und- They answer 'how' and 'why' questions about their experiences and in response to stories or events. Listens and responds to ideas expressed by others in conversation or discussion.

SP- Uses talk to organise, sequence and clarify thinking. They develop their own narratives and explanations by connecting ideas or events.
MR- Explains own knowledge and understanding and asks appropriate questions of others. Initiates conversations, attends and takes account of what others say.

SC&SA-Enjoys responsibility of carrying out a small task. Confident to speak to others about own wants, needs, interests and opinions. MF&B- Aware of behavioural expectations in the setting.

Literacy R&W- Writes labels and simple captions. Attempts to write short sentences in meaningful contexts. To read back what they have written. Hears and says initial sounds in words. Can segment the sounds in simple words and blend them together and knows which letters represent some of them. Links sounds to letters and the names. Begins to read simple sentences. Enjoys a range of books.

The world- Children know about similarities and differences in relation to places, objects, materials and living things. They talk about features of their own immediate environment and how environments might vary from one another. EAD- Explores what happens when they mix colours. They safely use and explore a variety of materials, tools and techniques,

experimenting with colour, design, texture, form and function.

M&H-Handles tools, objects, construction and malleable materials safely and with increasing control. **BI**-Creates simple representations of events, people and objects. Introduces a storyline or narrative into their play. Children have learnt about media and materials in original ways thinking about purposes and uses. They represent their own ideas, thoughts and feelings through design and technologu, art, music, role play and stories.

Also meeting lots of objectives within all of the areas of learning (working across 40-60 months and ELG)