

Plan

- The shark tank has a hole in it and now it is empty, what can we do?
- The ship has sunk. How can we rescue the pirates?
- The treasure has been stolen. How can we find it?
- The ship has sunk. How can we fix it?
- **Writing opportunities**
- Can you draw a treasure map to find the treasure?

Investigate

- What is the best material to make a boat?
- Who stole the treasure?
- What is the best home for a fish?
- **Writing opportunities**
- Design and label a boat

Predict

- What will be the best material to make a boat?
- What will be the best home for a fish?
- Who stole the treasure?
- What will happen to the snail and the whale?
- **Writing opportunities**
- Write predictions on post it notes

Imagine

- A pirate came to nursery
- The fish had legs – what footprints would he have?
- Nursery flooded
- **Writing opportunities**
- Draw a picture of a pirate

Shark in the Park

Spring 1

Thinking skills linking to the topic

Suggestions

- The pirates don't want to live on a ship anymore where could they live?
- The fish doesn't want to live in the sea anymore where could he live?
- The pirates want a new ship, what could it look like?
- **Writing opportunities**
- Make a new ship for the pirates

Re-call and reflect

- What was the best material to make the boat?
- Should the pirates have stolen the treasure?
- How did you find the treasure?
- What was the best home for the fish?
- **Writing opportunities**
- Write a letter to the pirates who stole the treasure

Problem solving

- A shark is stuck in the net. How can we help?
- Nemo has lost his dad. Where might he be?
- Dory has forgotten where she lives. How can we help her?
- Ursula has caught The Little Mermaid. How can we rescue her?
- Captain Hook has pushed a pirate overboard, how can we help him?
- **Writing opportunities**
- Draw a map to help Nemo find his dad

Exploring

- What different materials can we use to make a boat
- The ways in which the sea creatures move
- The way in which sea creatures breathe
- **Writing opportunities**
- Draw and label a sea creature