

Nursery Medium Term Plan – Spring 2

Stimulus

(Theme/Core Stories/Event/Experience)

Shark in the Park

Non-fiction – At the Seaside, Seashore, What can a Diver Sea?, Fish Facts, Under the Sea

Alternative stories- The Fish that could Wish, The Rainbow Fish, Barry the Fish with Fingers, The Lighthouse Keeper's Lunch, Commotion in the Ocean, A New Home for Pirate, Jolly Rascal

Trip – Bradford Moor Park

Personal, Social and Emotional Development		Communication and Language		Physical Development	
Possible Activities/Enhancements		Possible Activities/Enhancements		Possible Activities/Enhancements	
<ul style="list-style-type: none"> How did Timothy Pope feel when he saw the shark? Thinking about the feelings of others. Choosing their own resources. Tiding up areas after they have finished working there. Sharing and taking turns. How did the shark feel when the fish were being nasty? (Rainbow Fish) 		<ul style="list-style-type: none"> Talking about our trip. Talking about own experiences to the seaside. Follow instructions in a treasure hunt. Find treasure and talk about where it might have come from. Have conversations with peers and adults. Letters and sounds phase 1 activity. RWI for some children. 		<ul style="list-style-type: none"> Talk about healthy eating. Go on a treasure hunt – clues to include PD i.e crawl through the tunnel, walk along the balance beam. Make a healthy packed lunch for the beach. Fasten own zips/buttons on coats. Managing own risks for trip and participate in risk assessments. Writing names 	
Literacy	Maths	Understanding The World		Expressive Arts	
Possible Activities/Enhancements	Possible Activities/Enhancements	Possible Activities/Enhancements		Possible Activities/Enhancements	

<ul style="list-style-type: none"> • Writing a list of sea creatures. • Write a list of things to pack in your suitcase. • Wanted poster for a pirate. • Write messages in a bottle. • Look at a range of books fiction and non-fiction. • Be able to turn pages in a book. • Talk about the pictures in a book. • Use the story baskets to re-call previous core stories. 	<ul style="list-style-type: none"> • Counting sea shells. • Under over games – pirate ship. • Hide the animals on the rock, under the rock. • Making maps and following instructions. • With shells match numerals to quantities. • Make an octopus with 8 legs. • Use shapes to design and make a boat. • Use the bee bots to move in different directions. • Make star fish. • Counting out animals into the sea. • Looking at patterns. 	<ul style="list-style-type: none"> • Make a rock pool. • Make a boat using their own materials and have a boat race. • Look at a fish/crab/lobster and make observational drawings. • The journey of the fish to finger. • Name sea creatures. • Be able to choose their own programme on the computer. • To use the bee bots. • Sort creatures into land/sea. • Talk about similarities and differences between sea creatures 	<ul style="list-style-type: none"> • Moving like different sea creatures. • Make shark fins, telescope, eye patches. • Make peg mermaids. • Digging in the sand for treasure. • Use CDs to make fish. • Use creative materials to make starfish. • Use shells to imprint into playdough. • Sock octopus. • Shark biscuits. • Make your own flags, princess jewellery, eye patch. • Make a ship wreck.
Children's interests		Sophisticated language	
Witches; telescopes; McDonalds.		Names of sea creatures- whale, shark, fish, starfish, jellyfish, octopus, dolphin, puffer fish; ocean; submarine; ship; sailboat; telescope	