**SWANS, SWIFTS & DOVES - SUMMER 2024– 1st half term**

**PIRATES**

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| **Personal Social and Emotional Development*** Circle time games.
* Relationships – activities using stories, puppets/role play.
* Value – Friendship
* Fair and unfair situations
* Image result for pirate girlBuild constructive and respectful relationships.
 | **Communication and Language*** Articulate their ideas and thoughts in well-formed sentences when sharing Learning Logs and Show and Tell items.
* Connect one idea or action to another using a range of connectives.
* Listen to and talk about stories to build familiarity and understanding.
* Role-play situations e.g. Dressing up as a pirate
* Learning to talk like a pirate and use pirate phrases
 | **Physical Development*** Develop the foundations of a handwriting style, which is fast, accurate and efficient.
* Use their core muscle strength to achieve a good posture when sitting at a table or on the floor.
* Form lower-case and capital letters correctly.
* Gymnastics Unit 2
* Cooperate and solve problems Unit 2
* Further develop and refine a range of ball skills including: throwing, catching, kicking, passing, batting and aiming.
* Develop confidence, competence, precision and accuracy when accuracy when engaging in activities that involve a ball.
* Develop their small motor skills so that they can use a range of tool competently, safely and confidently to create a pirate ship.
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| **Literacy*** Listen to pirate stories e.g. Pirates Love Underpants, The Pirates Next Door, The Pirates of Scurvy Sands, The Night Pirates, Pirates in Pyjamas, Ten Little Pirates
* Sequence stories.
* Write labels, lists, sentences and speech bubbles.
* Label a pirate map and a pirate ship.
* Create a pirate character.
* Write a speech bubble for a pirate character.
* Read and spell high frequency words.
* Segment sounds in simple words and blend them together.
* Re-read what they have written to check that it makes sense.
* Write short sentences with words with known sound letter correspondences using a capital letter and full stop.
* Write a pirate story.

See the source image  | **Mathematics*** Building numbers beyond 10
* Build and identify numbers to 20 using a range of resources including using two 10 frames.
* Counting patterns beyond 10
* Recognise that the numbers 1 to 9 repeat after every full 10.
* Count on and back beyond 10. Count on and back from different starting points.
* Say what comes before or after a given number.
* Matching, rotating and manipulating shapes
* Select and rotate shapes to fill a given space. Match arrangements of shapes. Use positional language to describe where shapes are in relation to one another.
* Adding more and taking away using objects and quantities
* Number songs and stories
* Composing and decomposing shapes – combining and breaking up shapes
* Use first, then, now to create mathematical stories.
 | **Understanding the World*** History of real pirates
* Growing beans in order to survive on a pirate island
* Caring for pets and finding out about their life cycles e.g. parrots, cats, dogs and rats
* Comparing different places –a pirate island, Ampthill and Antarctica
* Investigating floating and sinking

 | **Expressive Art and Design*** Listening attentively, moving to and talking about music, expressing their feelings and responses.
* Exploring and engaging in music making and dance, performing solo or in groups.
* Music – Big Bear Funk
* Learn rhymes, poems and songs.
* Big Bear Funk
* Hickory Dickory Dock
* ABC Song
* Twinkle Twinkle Little Star
* Head, Shoulders, Knees and Toes
* If You’re Happy and You Know It
* The Wheels On The Bus
* Baa Baa Black Sheep
* Row, Row, Row Your Boat
* The Hokey Cokey
* Exploring high sounds and low sounds using voices.
* Design and create a ship using junk materials.
* Create a parrot and a mermaid/merman.
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| **RE*** Why is Easter special to Christians?
* Say why Easter is a special time for Christians.
* Discuss their Easter holiday.
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| **Computing*** Learning that information can be retrieved from books, computers and mobile digital devices.
* Log in and open 2Paint.
* Type name using a capital letter (shift key/caps lock).
* Change pen colour and size.
* Draw a flag, ship and island using shapes.
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