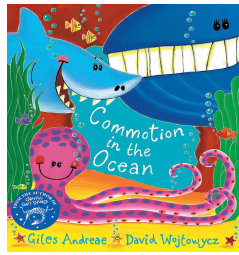
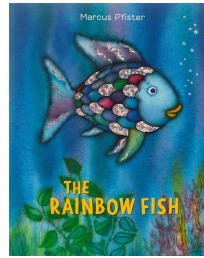


Key vocabulary:
sea, world, creatures, summer,
farm animals, environment,



Nursery Summer 2 Under the Sea



Foundation for Phonics

We are focusing on initial sounds; j v w y z and
diagraphs qu ch ck x sh th ng nk

We will be playing 'what's in the box?' and blending from the box.

Communication & Language

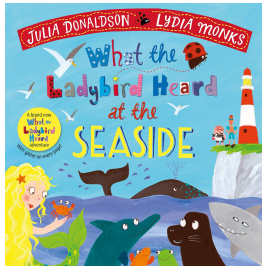
To communicate effectively with adults and peers

To follow three-step simple instructions, sometimes without visuals

Anticipate key events in stories

Take turns in small groups

Ask simple questions and wait for a response



Number & Counting

Begin to say number names in order up to 5.

Begin to count objects reliably up to 3.

Match number words or actions to small sets of objects.

Comparing & Sorting

Use words such as more/fewer/same to compare groups of objects.

Sort collections by simple attributes (e.g. colour, size).

Shape, Space & Measure

Recognise simple 2D shapes (circle, square, triangle) in play and the
environment.

Use positional language (e.g., *on*, *under*, *next to*, *in front of*) in context.

Pattern

Recognise and copy simple repeating patterns (e.g., AB).

Begin to create own simple repeating patterns with objects.

Understanding the World

Past and Present

Begin to make sense of their own life-story and
family's history.

Can talk about a photo of their parent/carer
from the past

Can sequence photos in age order e.g. baby,
adult, old person

People, Culture and Communities

Develop their sense of responsibility and
membership of a community

Talk about places they have visited

Know that there are different countries in the
world.

Talk about different countries and the
differences they have experienced or seen in
photos.

The Natural World

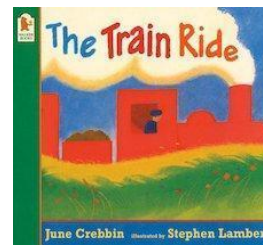
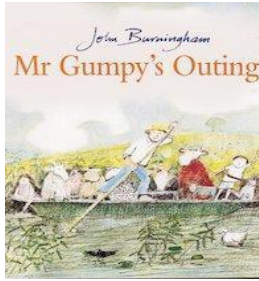
Talk about environments in stories

Learn the names of farm animals and their
babies

Talk about and describe changes in their
environment

Talk about the features of the seaside

Learn the names of some animals at the
seaside



Physical Development

Gross Motor

Skip, hop, stand on one leg and hold a pose for a game like musical
statues.

Start taking part in some group activities which they make up for
themselves, or in teams.

Collaborate with others to manage large items, such as moving a
long plank safely, carrying large hollow blocks

Fine Motor

Use a four-finger grip to hold a pencil/begin to use three
fingers (tripod grip) to hold a pencil

Use pincers, tweezers and threading equipment with
increasing control and confidence

Use scissors effectively to cut straight lines in paper

Show a preference for a dominant hand

Can attempt to zip up own coat

Dough Disco

Expressive arts and design

Creating with Materials

Develop their own ideas and then decide which
materials to use to express them.

Begin to develop complex stories using small world
equipment like animal sets, dolls and dolls houses etc.

Draw a person with identifiable features

Show different emotions in their drawings and
paintings, like happiness, sadness, fear etc.

Explore colour and colour-mixing - talk about what
happens when they mix 2 colours.

Paint/draw an object, e.g. a sunflower

Being Imaginative and Expressive

Create their own songs, or improvise a song around
one they know.

Explores the sounds of different instruments

Crafts

Family portrait

Sand pictures

Seaside scenes