Topic Plan Ideas - Under the Sea

This pack contains some activity ideas for the 'Under the Sea' topic as well as some blank forms for you to note down your own ideas.

Staring at a blank page when planning can be difficult so we hope that even if you don't end up using our exact suggestions, they will be a spark of inspiration for your own great ideas when planning for your children.

(The different sheets are outlined below so you can decide which sheets you need to print).

Ideas sheet (Colour) - p2

Ideas sheet (BW) - p3

Blank ideas headings sheet (Colour) - p4

Blank ideas headings sheet (BW) - p5

Completely blank ideas sheet (BW) - p6

Blank Prime Areas of Learning sheet (Colour) - p7

Blank Prime Areas of Learning sheet (BW) - p8

Blank Prime & Specific Areas of Learning sheet (Colour) - p9

Blank Prime & Specific Areas of Learning sheet (BW) - p10



Fine Motor

- Make playdough starfish for a rockpool.
- Sea snail follow the lines pencil control sheets/mats.
- String tied across cardboard box; children use tweezers to get through to pick up small world animals.

Number/Counting

- Scavenger hunt find the number of sea animals it says on a card e.g. 'find 3 dolphins'.
- Sea animal number slice puzzles.
- Share shells fairly.

Tuff Trays

- Make a small world ocean scene.
- Explore shells various setups!
 *Place the right number on a counting mat
- *Make pictures using shells e.g. the outline of a fish
- *Sort them by colour, shape, etc.

Messy Play

- Sensory water tray smooth stones, rough shells, soft sponges, etc. Opportunity for descriptive language.
- Cool cooked spaghetti (add blue food colouring) with small world sea creatures in.

Shape/Pattern/Symmetry

- Crab symmetry fold a paper crab with paint on to create symmetry or have a go with other materials bu eue!
- Use loose part shells to make repeating patterns.

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Personal Opinions & Feelings

- What is your favourite sea animal? Discuss, describe, make marks about.
- Sea-themed exploring the senses e.g. water & sand – how does it feel to touch?

Measures

- Weight use balance scales, which small world creature/shell/stone is heavier/lighter?
- Sort small world sea creatures by size or length.
- Use shells to measure length of objects e.g. book is 10 shells long.

Health & Self-Care

- How do we use water? Why is it so important? E.g. washing, drinking, etc.
- Observe how under water creatures look after themselves e.g. a hermit crab with a nice new shell.

Nurturing Relationships

- Sea-themed turn-taking games e.g. 'Sea Animals Dice Game' or snap.
- Who will share this shell? (link to book sharing a shell) – draw creatures and discuss how to help each other.

Gross Motor

- Water-themed movement activity challenges e.g. 'Enjoy a swim in the pool!' Swim! Swim!
- Look at different under the sea creatures. How do they move?
 Can we copy their movements?

Investigation

- 'Float or Sink' investigation station (water tray) – provide prompts/posters, objects to experiment with, tick sheets, etc.
- Investigate a particular sea animal. – what do they look like? Colour? Shape? Body parts? What can they do?

Role-Play

- Trip to an Aquarium role play.
- Pirate ship role play.
- Hot seat adults (modelling) and children pretending to be sea creatures. (Or mermaids!) – e.g. What do you like about being a dolphin?

Under the Sea

Ideas

Mark making

- Design a mermaid/merman. Drawing/writing about – what might they say?
- Draw a mermaid home.
- Draw sea creatures.
- Make marks in sand pictures, shapes, letters, numbers.

Creativity/Art/Design

- Use blue/green paint with brushes and sponges – children to hold down a cardboard silhouette of a sea creature on paper. Use paint to fill in rest of sheet, then remove the silhouette!
- Design a deep-sea creature.
- Design an aquarium.

Relevant Books

- Commotion in the Ocean Giles Andreae
- Sharing a Shell Julia Donaldson & Lydia Monks.
- The Snail and the Whale Julia Donaldson & Axel Scheffler

Phonics/High Freq. Words

- Explore onomatopoeic water words e.g. splash, drip, bubble.
- High frequency words or sounds on fish - children to use tweezers or nets to retrieve and read.

Songs/Music/Poems

- Explore the different sounds made by water e.g. listening carefully to the difference between a splash and a drip.
- Big Ship Sails.
- Once I caught a fish alive.

Alphabet

- Water droplet themed upper- and lower-case match puzzle.
- Letters on pictures of sea creatures hide and find in the setting.
- Letters on pictures of sea creatures with paper clip to be caught by a magnet on a string!

Mindfulness

- Beach or Under the Sea themed mindfulness colouring.
- Use shells to make loose part art pictures.
- Listening to sounds of the sea waves, whale song, etc. Time to close eyes focus on the sounds.

Colours

- Group sea animals or shells by colour.
- Explore the colour blue e.g. a blue scavenger hunt.
- On a seaside visit (or looking at a large sea view picture) 'What colours can you see?
- Paint shells.

Science Experiments

- Experiment with what happens to different objects/materials when put into water.
- Leaving objects and materials in water overnight. What happens?

Optional Home Learning

- Investigate a sea creature to tell the rest of the group all about.
- Draw/write (adult scribe) a 'story' about life under the sea.

Vocab & Communication

- Pretend you are a mermaid/merman/pirate/sea creature. What might they say?
- Learn sea animals' names.
- Describe sea animals e.g. colours, body parts, shape, size.

Food

 Use vegetables and fruit to design a healthy plate of food as an underwater scene.

Fine Motor

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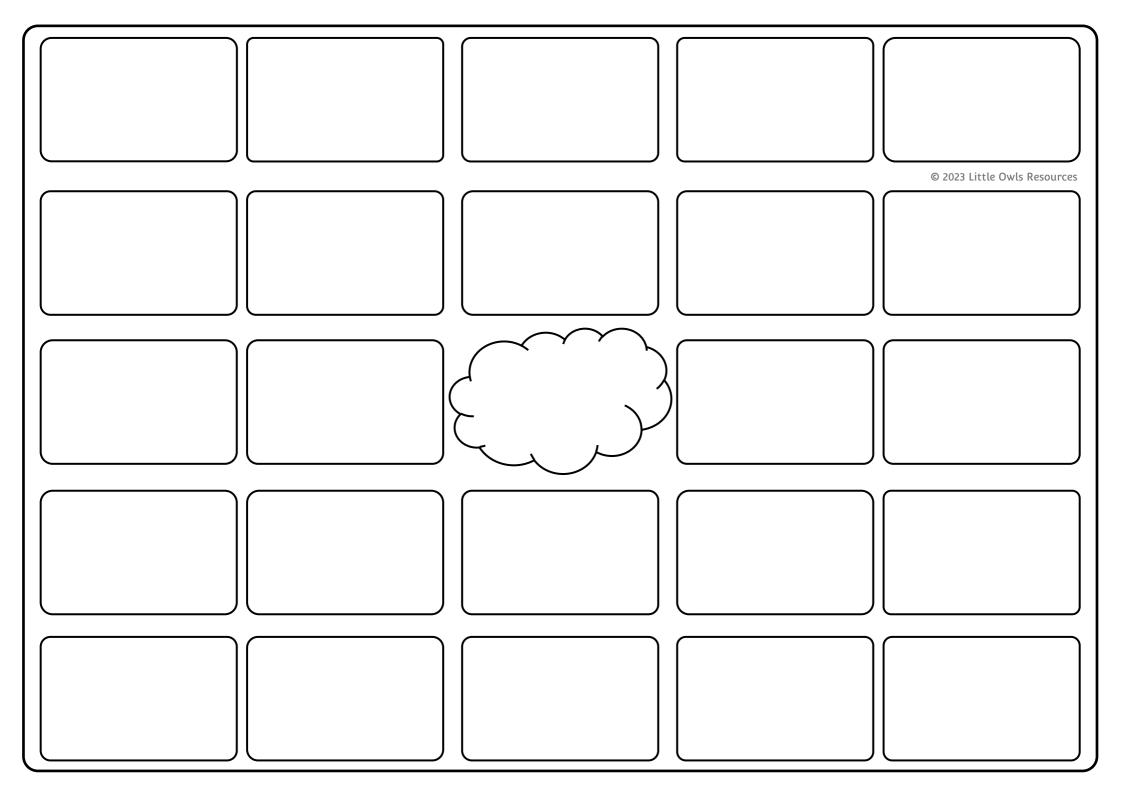
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Investigation	Role-Play	Under the Sea Ideas	Mark making	Creativity/Art/Design
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Colours	Science Experiments	Optional Home Learning	Vocab & Communication	Food

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Under the Sea





Communication and Language

Personal, Social and Emotional Development

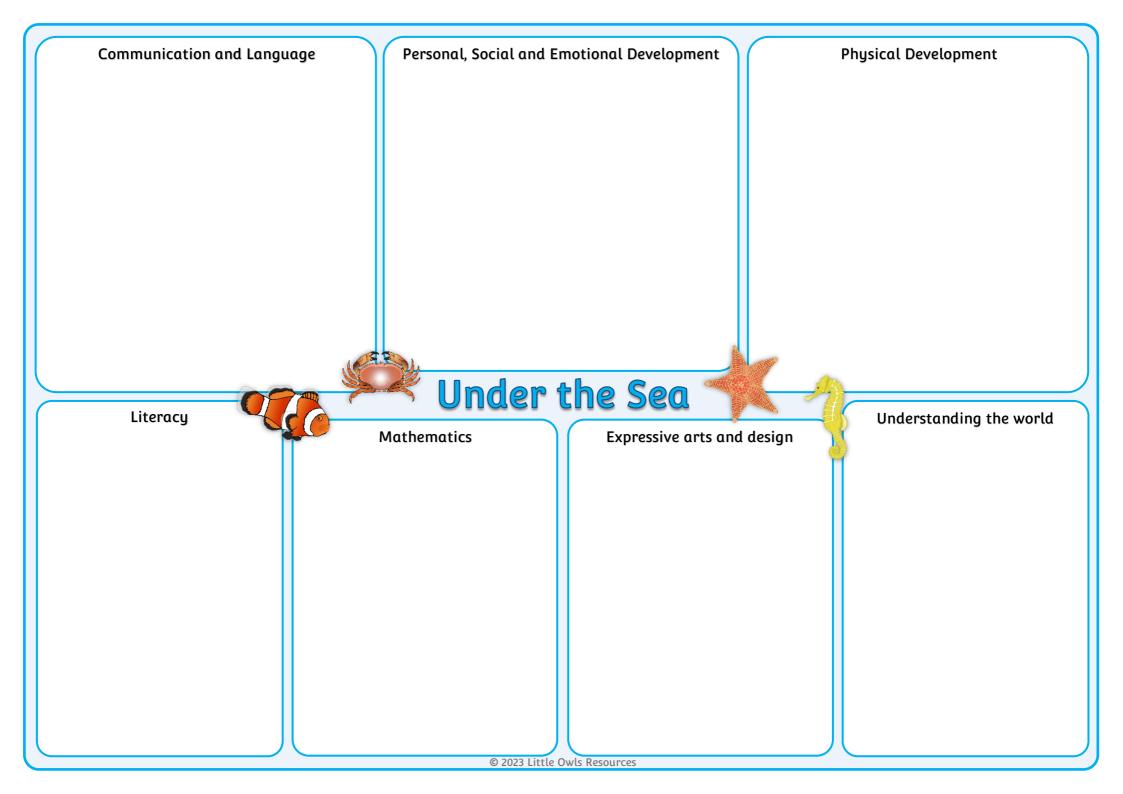
Physical Development

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Under the Sea

Communication and Language	Personal, Social and Emotional Development	Physical Development

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Communication and Language Literacy M	Personal, Social and Emotional Development Under the Sea Expressive arts and design	Physical Development Understanding the world
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