



Federation of Penny Acres and Wigley Primary Schools –

Topic Map

Reception/KS1 – Oh You Do Like to be Beside the Seaside!



<u>Curriculum driver(s) –</u> Science/History	<u>Aims/Values drivers (taken from school's key aims/values)</u> To develop the children's respect for our world and provide opportunities for them to make a positive contribution to improving the environment.
<u>Child Interest</u> The seaside! Sharing seaside holidays the children have had. Paddling in the sea. Ice creams! Playing in the sand-building sandcastles.	
<u>Key Question drivers –</u> Where is the seaside? What might I see/ find/ hear at the beach? What might we find in a rockpool? What were seaside holidays like long ago?	<u>Authentic Outcome –</u> Seaside class museum containing historical sources.
<u>Hook/Visits/Visitors</u> Seaside day trip e.g. Cleethorpes or Mablethorpe Virtual Reality experience	<u>Role play Opportunities</u> Fish and chip shop

English

Rec ELG's: Fine Motor Skills/Comprehension/ Reading & Writing

Reading (including key texts)	Writing Opportunities	Spelling and Grammar
Rec/Y1/2 When I Was Little Like You Winnie at the Seaside The Lighthouse Keepers Lunch Melrose and Croc by the Sea At the Beach-postcards from Crabby Spit The Sea Saw What the Ladybird Heard at the Seaside Seaside Holidays Then and Now Sharing a Shell Seaside Poems	Rec/Y1/2 <ul style="list-style-type: none"> Writing seaside holiday postcards- focusing on setting descriptions. Writing museum signs and labels- writing for effect. Explore and write seaside poetry- learning about the features of poems/identify and use rhyming couplets. Writing a report on seaside holidays in the past. Writing lists of what we need to take on a seaside holiday. 	Rec/Y1/2 Follow Sound Discovery for daily phonics. Y1/2 Adjectives, verbs and adverbs. Write expanded noun phrases. Use subordinating & coordinating conjunctions. Identify sentences of different forms. Understand how to use question marks, exclamation marks, full stops, commas in lists and apostrophes for possession. Spell words with suffixes and learn and apply spelling rules. Maintain the correct tense throughout a piece of writing.
Tiered vocabulary	Reef, harbour, quay, dunes, shingle, cliff, tide, resort, souvenir, yacht coast, pier, shallow, deep, shore sea, wave, island, water, ocean, coral	

Numeracy

Rec: Number and Shape: Count beyond ten. Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally (ELG) Select, rotate and manipulate shapes to develop spatial reasoning skills. Compose and decompose shapes so that children recognise a shape can have other shapes within it, just as numbers can. Explore the composition of numbers to 10. Automatically recall number bonds for numbers 0-5 and some to 10. *Consolidating key skills.*

Key Vocabulary: turn, rotate, sequence, pattern, even, odd, doubles, equal, same as, 2D shapes- square, triangle, rectangle, circle. 3D shapes, cube, cuboid, cylinder.

New maths vocabulary for year R

Number and place value	Addition and subtraction	Multiplication and division	Measure	Geometry (position and direction)	Geometry (properties of shape)	Fractions	General/problem solving
number zero number one, two, three ... to twenty and beyond teens numbers, eleven, twelve ... twenty none how many ...? count, count (up) to, count on (from, to), count back (from, to) count in ones, twos, fives, tens is the same as more, less odd, even few pattern ,pair ones tens digit the same number as, as many as more, larger, bigger, greater fewer, smaller, less fewest, smallest, least most, biggest, largest, greatest	add, more, and make, sum, total altogether double one more, two more ... ten more how many more to make ...? how many more is ... than ...? how much more is ...? take away how many are left/left over? how many have gone? one less, two less, ten less ... how many fewer is ... than ...? how much less is ...? difference between	Sharing doubling halving number patterns	measure size compare guess, estimate enough, not enough too much, too little too many, too few nearly, close to, about the same as just over, just under Length metre length, height, width, depth long, short, tall high, low wide, narrow thick, thin longer, shorter, taller, higher ... and so on longest, shortest, tallest, highest ... and so on far, near, close Weight weigh, weighs, balances heavy, light heavier than, lighter than heaviest, lightest scales Capacity and volume	over, under above, below top, bottom, side on, in outside, inside around in front, behind front, back beside, next to opposite apart between middle, edge corner direction left, right up, down forwards, backwards, sideways across next to, close, near, far along through to, from, towards, away from movement slide roll turn stretch, bend whole turn, half turn	shape, pattern flat curved, straight round hollow, solid sort make, build, draw size bigger, larger, smaller symmetrical pattern, repeating pattern match 2-D shape corner, side rectangle (including square) circle triangle 3-D shape face, edge, vertex, vertices cube pyramid sphere cone	parts of a whole half quarter	pattern puzzle what could we try next? how did you work it out? recognise describe draw compare sort

one more, ten more one less, ten less compare order size first, second, third... twentieth last, last but one before, after next between			full empty half full holds container Time time days of the week, Monday, Tuesday ... day, week birthday, holiday morning, afternoon, evening, night bedtime, dinner time, playtime today, yesterday, tomorrow before, after next, last now, soon, early, late quick, quicker, quickest, quickly slow, slower, slowest, slowly old, older, oldest new, newer, newest takes longer, takes less time hour, o'clock clock, watch, hands Money money coin penny, pence, pound price, cost buy, sell spend, spent pay				
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Y1: Geometry - properties of shape: Recognise and name common 2-D and 3-D shapes.

Number/Place Value: Count to 50, forwards and backwards, beginning with 0 or 1, or from any given number.

Given a number, identify one more and one less (within 50) Identify and represent numbers using objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.

Read and write numbers from 1 to 50 in numerals.

Measurement: Compare, describe and solve practical problems for: lengths and heights. mass/weight, capacity and volume. Measure and begin to record the following: lengths and heights, mass/weight, capacity and volume

Multiplication and division: Solve one-step problems involving multiplication and division, by calculating the answer using concrete objects, pictorial representations and arrays with the support of the teacher.

Fractions: Recognise, find and name a half as one of two equal parts and a quarter as one of four equal parts of an object, shape or quantity.

Geometry - position and direction: Describe position, direction and movement, including whole, half, quarter and three-quarter turns.

Key Vocabulary: tens, units, less, more, compare, same as, more than, less than, 2 more, 3 more etc. 2 less, 4 less etc.

add, more than, plus, subtract, take away, less than, equals, number line, number square, one more, one less, ten more, ten less.

New maths vocabulary for year 1

Number and place value	Addition and subtraction	Multiplication and division	Measure	Geometry (position and direction)	Geometry (properties of shape)	Fractions	General/problem solving
Number	Number bonds, number line	Odd, even	Full, half full, empty	Position	Group, sort	Whole	Listen, join in
Zero, one, two, three to twenty, and beyond	Add, more, plus, make, sum, total, altogether	Count in twos, threes, fives	Holds	Over, under, underneath, above, below, top, bottom, side	Cube, cuboid, pyramid, sphere, cone, cylinder, circle, triangle, square	Equal parts, four equal parts	Say, think, imagine, remember
None	Inverse	Count in tens (forwards from/backwards from)	Container	on, in, outside, inside	Shape	One half, two halves	Start from, start with, start at
Count (on/up/to/from/down)	Double, near double	How many times?	Heavy, heavier, heaviest, light, lighter, lightest	around, in front, behind	Flat, curved, straight, round	A quarter, two quarters	Look at, point to
Before, after	Half, halve	Lots of, groups of	Scales	Front, back	Hollow, solid		Put, place, fit
More, less, many, few, fewer, least, fewest, smallest, greater, lesser	Equals, is the same as (including equals sign)	Once, twice, three times, five times	Time	Before, after	Corner (point, pointed)		Arrange, rearrange
Equal to, the same as	Difference between	Multiple of, times, multiply, multiply by	Days of the week: Monday, Tuesday, etc.	Beside, next to, Opposite	Face, side, edge		Change, change over
Odd, even	How many more to make...?, how	Repeated addition	Seasons: spring, summer, autumn, winter	Apart	Make, build, draw		Split, separate
			Day, week, month, year, weekend	Between, middle, edge, centre			Carry on, continue, repeat, what comes next?
			Birthday, holiday	Corner			Find, choose, collect, use, make, build
			Morning, afternoon, evening,				

Pair	many more is...than..?, how much more is..?	Array, row, column	night, midnight	Direction		Tell me, describe, pick out, talk about, explain, show me
Units, ones, tens		Double, halve	Bedtime, dinnertime, playtime	Journey		
Ten more/less		Share, share equally	Today, yesterday, tomorrow	Left, right, up, down, forwards, backwards, sideways		Read, write, record, trace, copy, complete, finish, end
Digit	Subtract, take away, minus	Group in pairs, threes, etc.	Before, after	Across		Fill in, shade, colour, tick, cross, draw, draw a line between, join (up), ring, arrow
Numeral	How many fewer is...than..?, how much less is..?	Equal groups of	Next, last	Close, far, near		Cost
Figure(s)		Divide, divided by, left, left over	Now, soon, early, late	Along, through		Count, work out, answer, check same number(s)/different number(s)/missing number(s)
Compare			Quick, quicker, quickest, quickly, fast, faster, fastest, slow, slower, slowest, slowly	To, from, towards, away from		Number facts, number line, number track, number square, number cards
(In) order/a different order			Old, older, oldest, new, newer, newest	Movement		Abacus, counters, cubes, blocks, rods, die, dice, dominoes, pegs, peg board
Size			Takes longer, takes less time	Slide, roll, turn, whole turn, half turn		Same way, different
Value			Hour, o'clock, half past	Stretch, bend		
Between, halfway between			Clock, watch, hands			
Above, below			How long ago?, how long will it be to...?, how long will it take to...?, how often?			
			Always, never, often, sometimes, usually			
			Once, twice			
			First, second, third, etc.			
			Estimate, close to, about the			

			same as, just over, just under			way, best way, another way
			Too many, too few, not enough, enough			In order, in a different order
			Length, width, height, depth			Not all, every, each
			Long, longer, longest, short, shorter shortest, tall, taller, tallest, high, higher, highest			
			Low, wide, narrow, deep, shallow, thick, thin			
			Far, near, close			
			Metre, ruler, metre stick			
			Money, coin, penny, pence, pound, price, cost, buy, sell, spend, spent, pay, change, dear(er), costs more, costs less, cheaper, costs the same as			
			How much?, how many?			
			Total			

Y2: Measurement: Choose and use appropriate standard units to estimate and measure mass (kg/g); temperature (°C); capacity (litres/ml.) Compare and order mass, volume/capacity.

Key Vocabulary: Equivalent, measure, longer than, shorter than, units, time, hours, minutes, seconds, grams, kilograms, heavy, light, lighter, heavier, compare.

New maths vocabulary for year 2

Number and place value	Measure	Geometry (position and direction)	Geometry (properties of shape)	Fractions	Data/statistics	General/problem solving
Numbers to one hundred	Quarter past/to	Rotation	Size	Three quarters, one third, a third	Count, tally, sort	Predict
Hundreds	m/km, g/kg, ml/l	Clockwise, anticlockwise	Bigger, larger, smaller	Equivalence, equivalent	Vote	Describe the pattern, describe the rule
Partition, recombine	Temperature (degrees)	Straight line	Symmetrical, line of symmetry		Graph, block graph, pictogram,	Find, find all, find different
Hundred more/less		Ninety degree turn, right angle	Fold		Represent	Investigate
			Match		Group, set, list, table	
			Mirror line, reflection		Label, title	
			Pattern, repeating pattern		Most popular, most common, least popular, least common	

Science

(Key Vocabulary and links to programmes of study)

Rec ELG: The Natural World

Rec: Explore the natural world around them. Describe what they see, hear and feel whilst outside.

Animals (Y1 PoS)

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals (seaside creatures)

Living things and their habitats (Y2 PoS) Identify that most living things live in habitats to which they are suited and describe how different habitats provide for the basic needs of different kinds of animals and plants, and how they depend on each other

Identify and name a variety of plants and animals in their habitats, including microhabitats (rock pool habitat)

Activities:

- Learn about the variety of creatures that can be found at the seaside and sort by type by looking at their features.
- Rockpools- identify creatures & plants. Look at features of the habitat & look at how the creatures survive. What characteristics do they have that help them survive in the habitat? E.g. hard shells/suckers.

Computing

(Key Vocabulary and links to programmes of study)

Y1/2: Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Activities:

- Recap online safety, how to use the internet safely to find useful information & what to do if we need help
- Explore simple websites to find out about a seaside location
- Create a poster to advertise a seaside holiday combining images and text
- Word process labels for the class museum- use text editing tools
- Save and print own work

Geography/History

(Key Vocabulary and links to programmes of study)

Rec ELG: People, Culture & Communities.

Rec: Comment on images of familiar situations in the past.

Y1/2: History

Changes within living memory (seaside holidays)

Activities:

- Create a timeline to show the children when the Victorian times was
- Listen to BBC sounds: Emily at the Seaside (Victorian times.)
- Examine the old photographs from the National Archives and discuss what they tell us about seaside holidays in the Victorian times
- Create a class mini museum of historical objects & photos with labels explaining what they are and what they tell us about the past

RE/PSHE/Modern British Values

(Key Vocabulary and links to programmes of study)

Rec ELG's for PSE Development/People, Culture & Communities

PSHE (PSHE Matters) Module 12- Money Matters

Art & Design/Design & Technology

(Key Vocabulary and links to programmes of study)

Rec ELG: Creating with Materials/Fine Motor Skills

Rec: Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.

Y1/2: Art & Design

Drawing and Painting – Seaside Landscapes

- Generating ideas
- Learning about great artists (Janet Bell, Rebecca Lardner, Monet, Seurat)
- Experimenting with painting tools and surfaces
- Types of paint and their properties
- Control of line and shape
- Creating textures
- Creating light and dark
- Shading neatly
- Using collage to select and cut colours, textures and images to suit purposes
- Colour wheel
- Warm and cold colours

Music

(Key Vocabulary and links to programmes of study)

Rec ELG: Being Imaginative & Expressive

Use voices expressively and creatively by singing songs & speaking chants & rhymes. Listen with concentration and understanding to a range of high-quality music. Play tuned and untuned instruments musically.

- Singing songs.
- Listen to music:
- Play the recorder

PE

(Key Vocabulary and links to programmes of study)

Rec ELG: Gross Motor Skills

Rec- Confidently and safely use a range of large and small apparatus indoors and outside, alone and in a group. Develop overall body-strength, balance, co-ordination and agility. Revise and refine the fundamental movement skills they have already acquired: • rolling • crawling • walking • jumping • running • hopping • skipping • climbing

Y1/2 P.E

Team games, co-ordination and control with and without equipment.

Sports Day

Homework Opportunities

- Have you been to the seaside? Draw a picture to show where you have been and write a sentence. Also, show on a map where you visited.
- Build a 3D model of a lighthouse. Find out more about lighthouses- why are they important? What is a lighthouse?
- Make a seaside in a jar. You could collect real items/objects which you found on a beach/at the seaside.
- Where is the Dead Sea. In the Dead Sea you can float. Why? Take part in the following experiment creating your own 'salt' water.



- Read Somebody Swallowed Stanley. How did the Plastic Bag get into the water do you think? Recycle 5 items. Take photographs of the items which you have chosen to recycle. Let's do our part in helping the environment. ☺