



Year group: Nursery

Term: Autumn 1 2018

Project title: What will appear in your magical pond? (Bang Goes the Theory)

Project and Exhibition: Claude Monet art gallery

Project synopsis:

The children will explore and interpret stories through creative activity including play, art, drama and drawing. The aim is to engage children with a story with which they will empathise allowing them to write for meaning and purpose in a variety of narrative and non-narrative forms.

Communicating learning:

Art gallery, the children will have created art work inspired by Claude Monet.

Project outcomes:

The children will be aware of different habitats for mini-beast and will have an understanding on how to care for animals within their local environment. They will have created a representation of the main character from our story. They will have written (or made marks) speech or thought bubbles for the characters. They will have created a painting inspired by Claude Monet.

Curriculum opportunities:

Reading and Writing:

- Write captions about the outdoor environment, pond life and mini-beast.
- Label own drawings of mini-beast and pond life.
- Read mini-beast or pond life names and match to images.
- Read information booklets, tick lists for bug hunts.
- Demonstrate an interest in reading books about pond life and mini-beast.

Understanding the World:

- Observe the what happens to bread after we have touched it with unwashed hands, compare it to bread we touched after washing hands and bread that we haven't touched.
- Make a bird cake or bird feeder to care for local wildlife.
- Use logs and sticks to make a habitat pile in the outside environment to attract mini-beast.
- Plant insect friendly plants.
- Exploring habitats – ponds, mud, wood, under rocks, muddy water, tap water.

Expressive Arts and Design:

- Look at art inspired by natural landscapes such as Claude Monet.
- Children can make close observational drawings or paintings of natural objects such as flowers and leaves.
- Children can use leaves to make prints and rubbings.

Physical Development:

- Children will be encouraged to move like the character from our book.
- Play in and out the Dusty Bluebells.

Mathematics:

- Counting characters – adding one more or one less. How many makes a pond full?
- Use a character as a weight, find things that weigh heavier, lighter or the same.
- Make up a counting song about the character to the tune of a well-known song.

Technology:

- Use the Internet to find out more and to look more about pond life.
- Demonstrate how technology can be employed to enhance our experience and understanding of the pond life and mini-beast we find, e.g. Observing them through a digital microscope plugged in to a computer or the IWB or show footage taken with a digital camera.

Engagement Activity:

Pond dipping – research what else they could find living in water, use non-fiction texts to try to identify what they found on their return to school. Collection of natural materials and images of bluebell woods. Pond life books.

Key vocabulary:

Bog, baby, habitat, environment, home, investigate, explore, family, hygiene, germs, bacteria, virus, fungi, clean, cleanliness, wash, puddle, dell, wood, newts, care, nurture, consider, evaluate.

How you can help:

Become nature explorers, explore your local parks and you garden, what wildlife can you find? Collect bugs in pots, look for birds using binoculars (these could be made by sticking two toilet roll tubes together). Together, write about or draw what you find.