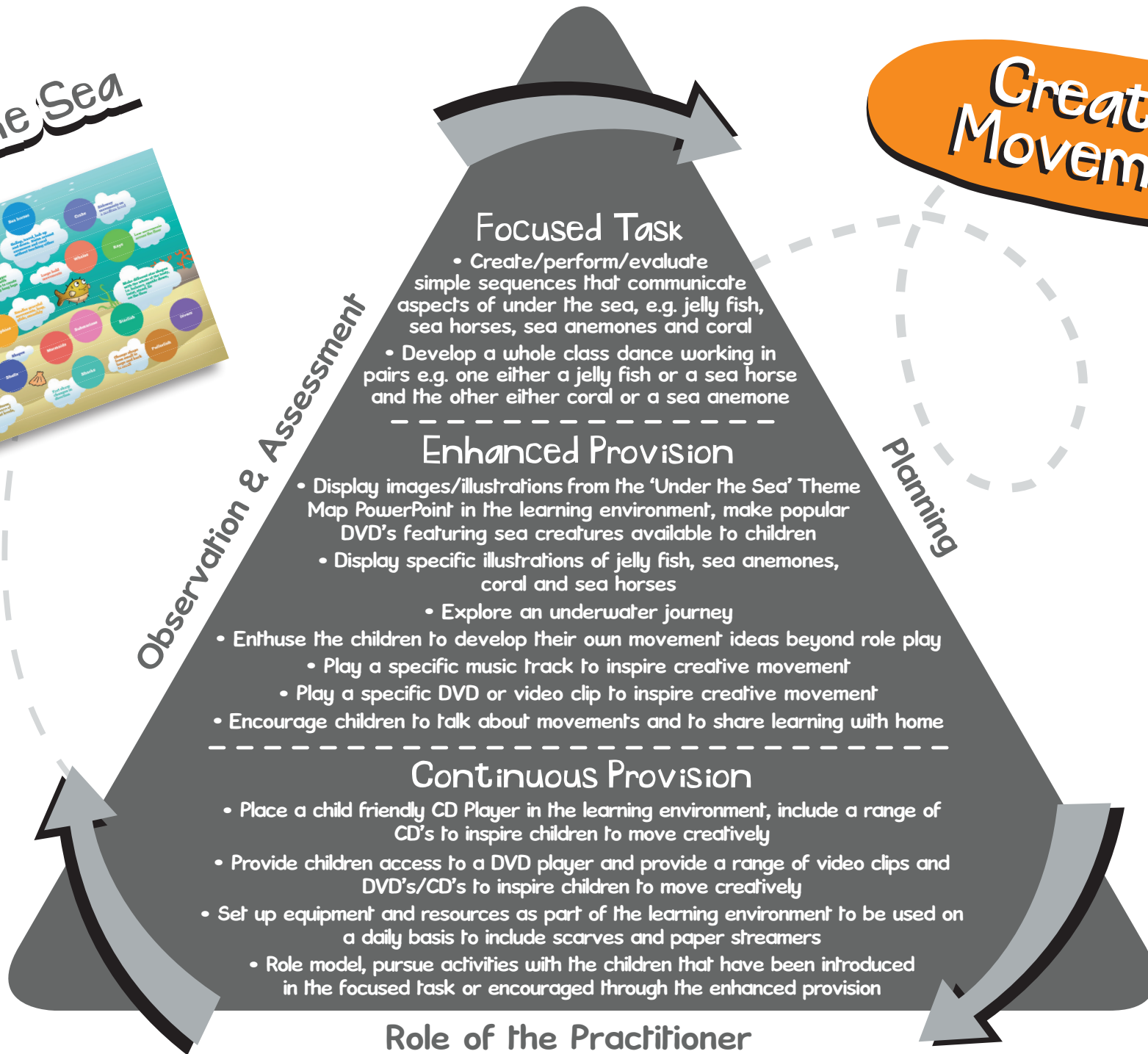


# Under the Sea



# Creative Movement



## Focused Task

- Create/perform/evaluate simple sequences that communicate aspects of under the sea, e.g. jelly fish, sea horses, sea anemones and coral
- Develop a whole class dance working in pairs e.g. one either a jelly fish or a sea horse and the other either coral or a sea anemone

## Enhanced Provision

- Display images/illustrations from the 'Under the Sea' Theme Map PowerPoint in the learning environment, make popular DVD's featuring sea creatures available to children
- Display specific illustrations of jelly fish, sea anemones, coral and sea horses
  - Explore an underwater journey
- Enthuse the children to develop their own movement ideas beyond role play
  - Play a specific music track to inspire creative movement
  - Play a specific DVD or video clip to inspire creative movement
- Encourage children to talk about movements and to share learning with home

## Continuous Provision

- Place a child friendly CD Player in the learning environment, include a range of CD's to inspire children to move creatively
- Provide children access to a DVD player and provide a range of video clips and DVD's/CD's to inspire children to move creatively
- Set up equipment and resources as part of the learning environment to be used on a daily basis to include scarves and paper streamers
  - Role model, pursue activities with the children that have been introduced in the focused task or encouraged through the enhanced provision

## Role of the Practitioner

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