

Literacy

Reading:

- Prediction – predicting what might happen – shared reading – write what they think might happen

Writing:

- Sequencing sentences to form short narratives.
- Re-reading what they have written to check that it makes sense.
- Write an alternative ending to a story.
- Write wanted posters.
- Write a letter in the form of a Message in a Bottle.
- Form lower case and capital letters accurately
- Begin to use exclamation marks.
- Use the prefix 'un' to show opposite meaning.

Art

- Look at seascapes created by different artists. Use collage to create a seascape or pirate picture.
- Use the work of Caroline Appleyard for inspiration to create your own artwork.

Learning for life

- SEAL - Changes/Transition.
- Eco theme - keeping the seas clean.
- RHE Healthy eating.
- P4C – possible themes – stealing. Would you have liked to be a pirate?

Design and Technology/Food for life

- Design, make and evaluate products for a purpose. Including: a raft or pirate ship,
- A telescope, a pirate hat, a pirate flag.
- How can we avoid scurvy/rickets? Link to healthy eating.

Mathematics

- Positional and directional language.
- Place value with numbers to 100.
- Calculations with money.
- Time - learn o'clock and half past times
- Writing and comparing time

Summer 2 - Pirates

Focus Texts

Pirate Cruncher
The Pirates Next Door

Religious Education

- Judaism – symbols and meanings
- Belonging and Values

History

- Develop an awareness of the past.
- Learn about famous pirates like Blackbeard and Anne Bonney.
 - Fact or Fiction – what is true/not true about pirates.

PE

- Moves Dance Under the Sea and Pirates
- Outside skills and team games.
- Daily Mile

Music

- Listen to music that evokes the feeling of the sea and learn some pirate sea shanties.
- Play a variety of musical instruments.

Science

- Materials – Revisit describing properties – Floating and sinking
- Sort materials by their properties.
- Identify marine animals that are;
 - fish, amphibians, reptiles, birds and mammals.
 - carnivores, herbivores and omnivores.
 - describe and compare the structure of a variety of marine animals.
- Observe changes across the seasons.

Computing

- Understand that we control computers by giving them instructions.
- Input a short sequence of instructions to control a digital device.

Geography

- Geographical Skills and fieldwork and use maps to find islands and aerial photos
- Design your own Treasure Island.
 - Human and Physical geography – beach, cliff etc.
 - Devise a simple map and construct basic symbols.
 - Use positional and directional language.

Outdoor Learning

- Build a pirate ship and Treasure Island.
- Play 'Captain's Coming' game outdoors

Special Events

- Summer sports events
- Pirate Dress up day