

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 pirate poems.
- Write wanted posters.
- Write a character description.
- Write a letter in the form of a Message in a Bottle.
- Form lower case and capital letters accurately
- Begin to use exclamation marks.

Art

- 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.
- 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.
- Make ship's biscuits
- How can we avoid scurvy/rickets? Link to healthy eating.

Mathematics

- Time - learn o'clock and half past times
- Calculations with money.
- Positional and directional language.
- Fractions - half and quarters of shapes, quantities and objects.
- Revisiting place value with numbers to 100.

Summer 2 - Pirates

Focus Texts

Pirate Cruncher

Religious Education

- Judaism - festivals
- Eid al-Fitr June 5th

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 – Under the Sea module
- Outside skills and team games.

Music

- Listen to music that evokes the feeling of the sea.
- Learn pirate sea shanties.

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 devise.

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.

Outdoor Learning

- Big build a pirate ship and treasure island.

Special Events

- Smoothie Bike 3rd July
- Pirate show July (date tbc)
- Allotment visit (tbc)
- Sports event