

English:

Variety of non-fiction texts learning about how to be a pirate. To include: Pirates, How to be a Pirate in 10 easy steps, the Pirate handbook.

Outcome: to write a Pirate Manual.

Peter Pan.

Outcome: to write a narrative about the story Peter Pan.

Music:

- Use voices expressively by singing songs and speaking chants and rhymes.

Science:

Materials

- To distinguish between an object and the material from which it is made
- To identify and name a variety of everyday materials.
- To describe the simple properties of everyday materials.
- To compare and group together a variety of everyday materials.

History:

Do pirates still exist? How are they different? Were there pirates in Sussex?

- To compare and contrast now and then.
- Learn about significant historical events, people and places in their own locality.

Computing:

To research pirates to produce images for the pirate manual.

- To use technology purposefully to retrieve digital content.

Stunning Start

Children come in to find a letter from Captain One-Legged Jenkins. He tells us he has been left on a desert Island by his crew. Can we become pirates so we can join him to find his ship?

What do we already know about Pirates?

What will we need to learn?

PE:

- Dance
- Gymnastics Apparatus - learning to balance in preparation for life aboard a pirate ship.

Pirates Ahoy!

Y1 Spring 2017

Art: Create a multi-layered pirate ship at sea image.

- To develop a wide range of art and design techniques in using colour, pattern, texture, line and shape.

Marvellous Middle

Come to Pirate school!

Now we have learnt all about Pirates come to Pirate School to get ready for our adventure.

Maths:

Help Mrs Berry to prepare for life aboard the ship.

- Time
- Place Value
- One more/one less than
- Addition with measures
- Subtraction with measures

RE: investigate religious practices across the Globe.

- Chinese New Year.
- Easter Beliefs, Practices & Symbols

Geography:

- Name and locate the world's 7 continents and 5 oceans.
- Use simple compass directions to describe the location of features on a map.
- To devise a simple map of the school using basic symbols in a key.

DT: build a pirate ship!

- Design a pirate ship based on the research we have done in English
- Select from a wide range of materials when building
- Evaluate their ship against their design.