# English

Narratives: The Night Pirates - Peter Harris: Pirates Love Underpants - Claire Freedman and Ben Cort; Pirates don't go to School; The Pirates Next Door - Jonny Duddle. Discussing the sequence of events in books and how items of information are related.

Non-fiction: researching ships of the time, using books and information online to find out how they have changed and what their uses have been compared to now.

Instructions: Book of instructions; Online resources; How to make a crispy cakes, Being introduced to non-fiction books that are structured in different ways.

Poetry about pirates: Collected poems and shanties about pirates and their adventures (Various sources). Continuing to build up a repertoire of poems learnt by heart, appreciating these and reciting some, with appropriate intonation to make the meaning clear.

#### Computing

Data Handling Digital photos

### **PSHF**

Feeling positive

#### RE

How special is the relationship Jews have

Does praying at regular intervals everyday help a Muslim in his/her everyday life? Is it true that Jesus came back to life again?

#### Music

Listening: Western Classical Tradition and Film, 'Night Ferry' by Anna Clyne, 'Bolero' by Maurice Ravel, Popular Music: 'Hound Dog' by Elvis Presley-Rock n Roll, 'With a Little Help from My Friends' by Beatles - Pop, Musical Traditions:

'Baris' by Gong Kebyar of Peliatan -Indonesia- tradition (Gamelan), Listen with concentration and understanding to a range of high-quality live and recorded music. Musicianship: Sea Shanties-Curriculum Maestro, 'Bobby Shafto' sea shanty, 'The Drunken Sailor' sea shanty and 'A Hundred Years Ago' sea shanty. Rhythm: Play copycat rhythms, copying a leader, and invent rhythms for others to copy on untuned percussion.

## Physical Education

Indoor fitness Yoga Netters Golden Miles

#### **Mathematics**

Picture graphs: Reading picture graphs. More word problems: Solving word problems. Money: Writing amounts of money; Counting money; Showing equal amounts of money; Exchanging money; Comparing amounts of money; Calculating total amount and change; Solving word problems.

Two-dimensional shapes: Identifying shapes, vertices and lines of symmetry; Making figures; Sorting and drawing shapes; Making patterns; Describing patterns; Moving and turning shapes.

Three-dimensional shapes: Recognising, describing and grouping three dimensional shapes; Forming three-dimensional structures; Making patterns. An introduction to fractions -  $\frac{1}{2} \frac{1}{3} \frac{1}{4}$ .

### Science

Use of Everyday Materials: identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses; Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretchina.

Plants: observe and describe how seeds and bulbs grow into mature plants; Find out and describe how plants need water. light and a suitable temperature to grow and stay healthy.

Land Ahoy: Everyday materials; Working scientifically.

## Design and Technology

Mechanisms; Structures: Making boats; Making a working lighthouse; Maritime museum: Products can be improved in different ways, such as making them easier to use, more hardwearing or more attractive. Explain how an everyday product could be improved. A mechanism is a device that takes one type of motion or force and produces a different one. A mechanism makes a job easier to do. Mechanisms include sliders, levers, linkages, gears, pulleys and cams. Use a range of mechanisms (levers, sliders, wheels and axles) in models or products. Ideas can be communicated in a variety of ways, including written work, drawings and diagrams, modelling, speaking and using information and communication technology, Generate and communicate their ideas through a range of different methods. Structures can be made stronger, stiffer and more stable by using cardboard rather than paper and triangular shapes rather than squares. A broader base will also make a structure more stable. Explore how a structure can be made stronger, stiffer and more stable. Computer software can be used to help design or plan a product. Advantages include identifying and solving problems before the product is made and experimenting with different materials and colours. Labels can be added to designs for clarity. Use design software to create a simple labelled design or plan. Finished products can be compared with design criteria to see how closely they match. Improvements can then be planned. Explain how closely their finished products meet their design criteria and say what they could do better in the future. Properties of components and materials determine how they can and cannot be used. For example, plastic is shiny and strong but it can be difficult to paint. Choose appropriate components and materials and suggest ways of manipulating them to achieve the desired effect. Products can be compared by looking at particular characteristics of each and deciding which is better suited to the purpose. Compare different or the same products from the same or different brands. Many key individuals have helped to shape the world. These include engineers, scientists, designers, inventors and many other people in important roles. Explain why a designer or inventor is important.



Term: Spring Topic: Land Ahoy!



Starting Point

Pirate Day Wow Starter! **End Product** 

What can we discover in our oceans?

Visits/Visitors

Bunting and Ships of the Time

Hazard Alley Safety Centre

Written outcome:

Creative outcome:

Art and Design

Observational drawings of boats; Pirate flags; Printing.

Materials and techniques that are well suited to different tasks include ink; smooth paper and polystyrene blocks for printing; hard and black pencils and cartridge paper for drawing lines and shading; poster paints, large brushes and thicker paper for large, vibrant paintings and clay, clay tools and slip for sculpting. Select the best materials and techniques to develop an idea. A sketch is a quickly-produced or unfinished drawing, which helps artists develop their ideas. Make simple sketches to explore and develop ideas. Aspects of artwork to analyse and evaluate include subject matter, colour, shape, form and texture. Analyse and evaluate their own and others' work using artistic vocabulary. The secondary colours are green, purple and orange. These colours can be made by mixing primary colours together. Identify and mix secondary colours. A block print is made when a pattern is carved or engraved onto a surface, such as clay or polystyrene, covered with ink, and then pressed onto paper or fabric to transfer the ink. The block can be repeatedly used, creating a repeating pattern. Use the properties of various materials, such as clay or polystyrene, to develop a block print. Common themes in art include landscapes, portraiture, animals, streets and buildings, gardens, the sea, myths, legends, stories and historical events. Describe similarities and differences between artwork on a common theme. Works of art are important for many reasons: they were created by famous or highly skilled artists; they influenced the artwork of others; they clearly show the features of a style or movement of art; the subject matter is interesting or important; they show the thoughts and ideas of the artist or the artist created a large body of work over a long period of time. Explain why a painting, piece of artwork, body of work or artist is important.

#### History

Significant historical people - Captain James Cook, Grace Darling; Famous pirates: Historical information can be presented in a variety of ways. For example, in a nonchronological report, information about a historical topic is presented without organising it into chronological order. Present historical information in a simple non-chronological report, independent writing, chart, structural model, fact file, quiz, story or biography; Artefacts are objects and things made by people rather than natural objects. They provide evidence about the past. Examples include coins. buildings, written texts or ruins. Examine an artefact and suggest what it is, where it is from, when and why it was made and who owned it; A viewpoint is a person's own opinion or way of thinking about something. Use historical sources to begin to identify viewpoint.

## Geography

Using and making maps; Locational knowledge; Directions: A weather pattern is a type of weather that is repeated. Describe simple weather patterns of hot and cold places; Fieldwork can help to answer questions about the local environment and can include observing or measuring, identifying or classifying and recording. Ask and answer simple geographical questions through observation or simple data collection during fieldwork activities; An ocean is a large sea. There are five oceans on our planet called the Arctic, Atlantic, Indian, Pacific and Southern Oceans. Seas include the Black, Red and Caspian Seas. The United Kingdom is an island surrounded by the Atlantic Ocean, English Channel, Irish Sea and North Sea. The world's seven continents are Africa, Antarctica, Asia, Australia, Europe, North America and South America, Name and locate seas surrounding the UK, as well as seas, the five oceans and seven continents around the world on a world map or globe: A map is a picture or drawing of an area of land or sea that can show human and physical features. Maps use symbols and a key. A key is the information needed to read a map and a symbol is a picture or icon used to show a geographical feature. Draw or read a range of simple maps that use symbols and a key.

