

## English

To write a fact file for a pirate using adjectives  
To read and write tongue twisters and limericks.  
To plan and write a pirate story, adding adjectives, verbs, adverbs.  
To read, checking that the text makes sense.  
To read for fluency and accuracy.  
To make inferences of what is being said and done within a text.  
Continue to practise joined handwriting.



## Maths.

To use place value and number facts to solve problems.  
To use addition and subtraction to find missing numbers in a calculation.  
To solve pirate word problems involving multiplication and division.  
To find objects on a grid using co-ordinates.  
To plot objects on a grid providing co-ordinates. To direct and be directed using compass directions and positional language.  
To sort pirates into Carroll diagrams and collect data about pirates to input into a graph. To measure capacity, mass and length.

## Computing and RE.

Give a program precise instructions.  
Use purple mash to describe and write a sentence about a pirate. Organise and retrieve digital content. Produce a pirate powerpoint.  
To consider what makes us important and the effect we have on others. To consider what is right and wrong. Is it right to do something wrong in certain circumstances?

## Summer 2. Year 2. Pirate



## Art and DT

Create a printed piece of art using rubbing, pressing, rolling, stamping.  
Sketch a picture of a real pirate using sketching pencils/charcoal.  
Make a treasure map, tea staining and burning.  
Print pirate patterns using string, draw still life picture of pirate paraphernalia.  
Design and make a pirate mask.  
Design and make a raft/boat to travel across a water

## PE To learn the rules of rounders and cricket.

To learn tactical fielding techniques. To play competitively as a team.  
To practise Sports Day activities.  
Play a variety of action packed pirate games.

**Science** To recognise why exercise and balanced diet are important for a healthy lifestyle. To recognise the importance of good hygiene.

Create and carry out an investigation to test which is the best way for a pirate to preserve food. Record, discuss and conclude from the findings.

Investigate which shape is best for a boat to float.

Investigate which material is best for a pirate clothing. (Absorption and waterproof)

## History, Geography and RE.

To research a real life pirate.

To look at pictures of places a pirate might visit and label the features using geographical vocabulary.

To create a treasure island map adding symbols and a key. To learn compass points and add features using grid references.

To name the 7 continents and 5 oceans of the World that the real pirates in history would have travelled and visited.

Music - Music Express- pirate songs and sea shanties. Leaver's Songs.