

English

Write a character description of a pirate.
Create a wanted poster of a pirate.
Compile facts about a famous pirate.
Write a pirate adventure story.
Read and answer questions about Treasure Island.
Compare two places using subordination and co-ordination.
Explain how a lighthouse works.
Write a letter.
Write lists with commas.
Use apostrophes to show where letters are missing and to mark singular possession of nouns.
Spell words using suffixes 'ment', 'ness', 'ful', 'less', 'ly'.
Spell common homophones.

Numeracy

Count in steps of 3 forward, and backward.
Compare and order numbers, length and capacity using > and <.
Recognise odd and even numbers.
Measure mass in kg and g.
Compare and sort 3D shapes.
Interpret and construct simple block graphs and tables and use Carroll diagrams- pirate cutlass, no cutlass etc.
Add and subtract using concrete objects and pictorially representations for 2 and 3 numbers.
Solve 1 step and 2 step word problems involving addition, subtraction, multiplication and division.
Estimate where numbers will be in different representations and on a number line.
Find fractions of shapes and numbers (1/4, 1/2, 3/4, 2/4, 1/3).

ICT

Navigate the web to complete simple searches.
Understand that algorithms are used on digital devices.
Understand that programs require precise instructions (Beebots).
Use a range of instructions (e.g. direction, angles, turns).
Test and amend a set of instructions. Find errors and amend (debug).
Make a pirate PowerPoint.



On the High Seas



Art

Choose and use three different grades of pencil when drawing.
Use charcoal, pencil and pastel to create art. *Smudging on black/white paper.*
Use a view finder to focus on a specific part of an artefact before drawing it.
Create a piece of art in response to the work of another artist.

Music

Learn pirate songs and shanties.
Sing or clap increasing and decreasing in tempo.
Play simple rhythmic patterns on an instrument.

DT

Think of an idea and plan what to do next.
Choose tools and materials and explain why I have chosen them.
Make a lighthouse with a working light (electricity).
Measure materials to use in my structure.
Make my structure work.
Make a healthy snack for pirates to eat.

PE

Play *Pirate Games: Feed the Shark, Islands, Mutiny on the High Seas, Here Comes the Captain.*
Games/Athletics- hit, kick, roll in a game, choose best space, use a tactic, follow rules, copy and remember actions.

Science

Investigate if plants can grow anywhere.
Look at ways to preserve food.
Learn about the life cycle of an animal including humans.
Describe what animals need to survive.
Describe why exercise, a balanced diet and good hygiene is important for humans.
Describe why a material might or might not be used for a specific job.
Explore floating and sinking. What is the best shape boat to float? Use data to answer questions, make observations, carry out simple tests, and suggest what they found out.

Geography

Name the continents of the world and the world oceans and locate them on a map.
Say what I like and do not like about where I live.
Describe some of the features of an island.
Describe key features of a place using words, beach, cliff, coast, forest, hill, ocean,
Espresso - Journey to the coast
Explain how jobs are different in other locations.
Find where I live on a map.
Make a treasure map, Espresso mapping, Compass points

History

Use words and phrases like before, after, past, present, then and now.
Recount the life of someone famous from Britain who lived in the past. Explain what they did earlier and what they did later.
Use different sources of historical evidence.

RE

Easy questions, difficult answers.
Were pirates good or bad? Pandora Box- good, bad. I wonder why box.... Pick out of the box and try to answer the questions

SRE

Relationships