

D&T

Water

Flags- Textiles- design a Pirate Flag (link to art- printing designs etc).

Design

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

History

Blackbeard

Water

Christopher Columbus/Shakleton (compare to Neil Armstrong)

Explain how some events from beyond living memory have national or global significance.

Compare aspects of life in different periods through the lives of significant people.

Music

Bobby Shaftoe's gone to sea

Row your boat - playing the tune

A sailor went to sea
sea sea - actions

Art

Develop a range of art and design techniques in using texture. Use range of materials creatively to design and make products.

Pirates treasure box- use a variety of textures/objects to create what you would find in a pirates treasure box (sand, shells, drift wood, coins etc).

Texture rubbings of different objects.

Sand collages

Use a variety of materials to create products (Y1).

Explore different textures in art (Y1).

Create different textures in art work (Y2).

Create textures in drawing using either dots or lines (Y2).

Flags

Use a range of materials creativity to design and make products.

Design a flag for a pirate ship.

Use running stitch to join fabrics (Y2).

Pirates and Explorers

Science

Identify and name a variety of common animals including fish, amphibians, reptiles, birds and mammals.

Identify and name a variety of common animals that are carnivores, herbivores and omnivores.

Identify that most living things live in habitats to which they are suited and describe how different habitats. Provide for the basic needs of different kinds of animals and plants, and how they depend on each other.

Describe how animals obtain their food from plants and other animals, using the idea of a simple food chain, and identify and name different sources of food.

Observe how magnets attract or repel some materials and not others

Compare and group together a variety of everyday materials on the basis of whether they are attracted to a magnet and identify some magnetic materials.

Compare how things move on different surfaces.

IT

Pirates and the sea

Water

Programming - units from 2Code (Purple Mash).

Typing - Y1 dunce Y2 Slap now.

Y2 story writing based on QCA unit 2A.

Data Processing - use programs to collate data and produce simple bar charts (y2) and pictograms (Y1).
QCA unit 2E integrated task.

Geography

Name and locate the world's seven continents and five oceans.

Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.

Use world maps, atlases and globes to identify the United Kingdom and its countries, as well as the countries, continents and oceans studied at this key stage.

Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.

Say what is different about an area of the UK and a small area in a contrasting non-European country.

Use the four compass points to describe routes on a map (Y2).

Use direction language (left, right, forwards, backwards) to describe position and movement (Y2).