

Creative Curriculum Theme - Land Ahoy!

Science

- Identify the properties of materials and how materials are chosen to suit a purpose. Investigate which materials float and sink, and use this to design a boat for Pirate Jack.

Art

- Use the painting of 'Return of the Lifeboat' by Thomas Rose Miles to inspire our own seascapes and develop skills in mixing colours.

DT

- Join materials to make a lighthouse and use a circuit to include a flashing light.

Geography

- Use maps and atlases to identify continents and oceans around the world.

History

- Research and compare events in the lives of famous sea explorers and adventurers.

Computing

- Program a floor robot to navigate a route around a pirate map.

English Text: 'The Mousehole Cat' by Antonia Barber.

- Use descriptive language when writing narratives about adventures at sea.
- Create diary entries using the first person to record events in the life of a sea explorer.
- Learn to use spelling patterns and rules to spell words accurately.
- Group guided reading with the focus on comprehension and inference skills.

Maths

- Identify the place value of the digits in numbers to 1000.
- Solve addition and subtraction problems, using a range of materials and methods.
- Begin to use regrouping to solve addition and subtraction calculations.
- Solve real life problems using multiplication and division.

Physical Education

- Develop throwing and catching skills. Use skills and tactics when playing team games.
- Develop sequence in dance

Forrest School

Build on our outdoor survival skills: tying knots/building shelters and making fires.

French

- Talk about festivals and the presents and activities that form part of the celebrations.
- Learn to say the numbers 31-60 and give the date of French festivals.

Music

- Understand and explore how music is created, including the use of: pitch, duration, dynamics, tempo, timbre, texture and structure.

Staff: Mrs T Platek,
Mrs R Hollis
Miss S Manley,
Mrs G Tibbets



Religious Education

- Explore stories from different religious traditions and find out about attitudes to the natural world.

Personal, Social, Health Education and Citizenship

- Identify how to form positive relationships and develop an understanding of right and wrong.

Homework

As part of their creative curriculum we have chosen a number of tasks linked to the children's topic. The children must complete at least one of these tasks, but they can complete as many as they like! You can choose how to present your project e.g. photographs, models, written work or pictures. Children can bring homework in at any time to show their teacher and the rest of the class.

Search the web or non-fiction books to find out about a famous boat or ship. Famous ships to choose could include the Titanic, the Santa Maria, the Cutty Sark or HMS Belfast.

Make a map of your home or local area to show all the main features. Where would be a good place to hide treasure? Can you plot a route to find it?

Find and learn some pirate jokes. Practise reading them at home to perform in school and make your pirate friends laugh!
Aye, that be funny!

Make your own pirate treasure chest using a lidded box and other recycled materials. What will you keep in your treasure chest? Bring it to school to show your class and explain how you made it.

Write a letter to Captain Blackbeard to tell him what you have been up to at school and home.
You might want to invite him to visit again!

Visit your local library to borrow and read stories and information books about the sea.

Make an information book by writing down interesting facts, downloading images or making drawings.

Look at holiday brochures or travel websites and talk about holiday destinations around the world.

Reading at Home

- Your child's book will be changed every time it is brought into school with an adult's signature to confirm the book has been read.
- Home school link books need to be brought into school every day.
- Read for a minimum of 10 minutes daily.

Maths practice

- Please practise counting on in steps of 2, 3, 5 and 10.
- Give your child opportunities to practise recall of the number facts to make 10 and 20.

