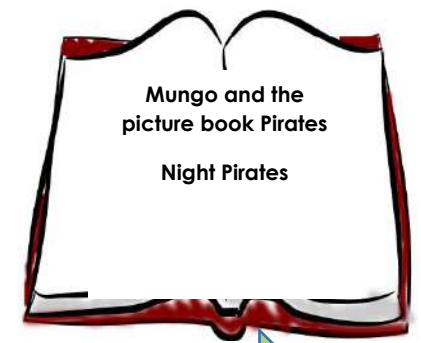


## History

To research a famous English pirate from history.

## Skills

- To write a diary from my treasure island.
- To write a message in a bottle. (letter)
- To use directional vocabulary.
- To add and subtract in the context of money.
- To recognise the value of different coins.



Extended learning/wider opportunities

## The Arts

- To use a simple running stitch to highlight a route on a map.
- To produce my own map using a running stitch.

## Do you wanna be in my crew?

- Who is the most famous pirate ever?
- Which sorts of jobs do pirates have onboard the ships?
- How are pirate ships made?
- Can I produce a map for my treasure island?

## Science / D&T Microhabitats – under the sea

- To identify and name sea creatures.
- To research different under the sea micro habitats.
- To describe a simple food chain.

Children's experiences and local context

## Bring Yer Wellies

## Geography

- To use compass directions and positional language to describe features on a map.
- To identify landmarks on aerial photographs.
- To devise a simple map and use a key to identify features and landmarks.
- To use fieldwork skills to explore my school grounds.

## Computing

- Bee Bots
- To program a bee bot to follow different directions.

## SMSC

- RE - Who is Muslim and what do they believe?
- Can I recognise that different faiths have their own sacred texts?
- Can I re-tell stories from different faiths?
- SMSC - Can I discuss issues about right and wrong arising from stories?
- PE - Sports Day.

## Computing

- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions

## Geography:

- use simple fieldwork and observational skills to study the geography of their school and its grounds and the key human and physical features of its surrounding environment
- -use simple compass directions (North, South, East and West) and locational and directional language [for example, near and far; left and right], to describe the location of features and routes on a map

## Science

- 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
- identify and name a variety of plants and animals in their habitats, including microhabitats
- 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

## Design and Technology

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing,

## History

- be taught about the life of a significant individual.

## Art and Design

- to develop a range of art and design techniques
- to use a range of materials creatively