



Topic Title:

Sparkling Starter:

Fabulous Finisher:

Curriculum Drivers: Community Diversity Emotional Awareness Enquiry Enterprise Knowledge of the World Music Possibilities Spirituality Sports The Arts The Environment

As Readers we will:	As Writers we will:	As Communicators we will:	In computing we will:
<ul style="list-style-type: none"> • <u>Stories about Fantasy Worlds</u> - Billy's Bucket, Pirate Pete, The Night Pirates - Use of Pie Corbett / Story mapping and retelling / Use of 'story bags' • <u>Information Texts</u> • What is like at the Seaside? • What were seaside holidays like in the past? (History Link) 	<ul style="list-style-type: none"> • <u>Recount</u> • To research and present information about Blackbeard the Pirate (History Link) • Poetry - To listen to, read, write and enjoy Seaside Poems • Pirate Theme Day - Create name/character - Identify and describe weapons/ships 	<ul style="list-style-type: none"> • S&L - use of storytelling, story sacks, small world • ELKLAN - Question Hunts linked to a variety of texts • Mantle of the Expert - Introduce character of Mabel Teach - character with links to Felixstowe and famous pirate relative from the past • Hot seating / drama/ role play 	<p><u>Switched On Computing</u></p> <ul style="list-style-type: none"> • Use a programmable toy around a treasure map (Geog Link) • Use the Internet to research Blackbeard the Pirate (History Link) • Use of Google Maps to locate Felixstowe and places Blackbeard and Captain Cook sailed • Use Word and 2Simple to make title cards, front covers (Eng Link)
As Mathematicians we will:		As Scientists we will:	
<ul style="list-style-type: none"> • Investigate 2d and 3d shapes and their properties - create flags - symmetry. • Build sandcastles and learn about 3d shapes. • Create symmetrical pirate ships with 2d shapes. • Investigate direction and movement - link with pirate ships/directions on treasure maps • Inspire Maths • BMBT and CLIC • Study shipping times - o'clock and half past. 	<ul style="list-style-type: none"> • Investigate and measure different capacities - fill buckets different size/shape containers with water /sand /pebbles /shells • Ice-cream parlour - investigate cost of different flavours- work out totals and change. • Investigate real-life addition, subtraction, multiplication & division problems on the theme • Data Handling - Make pictograms/Venn Diagrams/Bar graphs - collect data. 	<p><u>Forces - Pushes and Pulls</u></p> <ul style="list-style-type: none"> • What pushes and pulls are at work in and around the seaside? • Identify forces at work in and around school - investigate in PE lessons • Identify and describe forces at work in and around a pirate ship 	<p><u>Sound and Hearing</u></p> <ul style="list-style-type: none"> • Identify and describe different sounds and their sources • Sound-shaker experiment - record results in simple tables and charts <p><u>Working Scientifically</u></p> <ul style="list-style-type: none"> • Plan and carry out experiments - we will lead our learning.
As Artists and Designers we will:	As Design Technologists we will:	As Musicians we will:	In physical education we will:
<p><u>Collage</u></p> <ul style="list-style-type: none"> • Respond to the work of the artist Patrick Heron. Identify hot and cold colours, select, sort and stick to create seaside collages. <p><u>3D</u></p> <ul style="list-style-type: none"> • Study work- Andy Goldsworthy & Richard Long • Use natural materials to create lines, swirls and spirals. To work with clay and create a variety of pebbles 	<ul style="list-style-type: none"> • Design, make and evaluate Pirate Ship models • Food Technology - Make healthy picnics for a seaside visit. • Investigate moving pictures and mechanisms and create a moving picture to show what sea sides were like in the 1900s. (History Link) 	<ul style="list-style-type: none"> • Sing and perform songs about Pirates - sing sea shanties. Horrible Histories. <p><u>Music Express Units</u> - What's the Score - exploring instruments and symbols. Rain, rain, go away - exploring timbre, tempo and dynamics. Your Imagination / Repeat, Rewind, Replay / Music from Movies</p>	<p><u>Games/Athletics</u></p> <ul style="list-style-type: none"> • Practise running, jumping, skipping skills needed for KS1 Sports Day • Practise team games, collaboration and create an awareness of sportsmanship
As Geographers we will:	As Historians we will:	In religious education we will:	In personal, social and health education we will:
<p>Ask -</p> <ul style="list-style-type: none"> • What does it look like in Felixstowe? • Where is Felixstowe? -Find on maps/globes. Aerial maps from Google Maps (ICT Link) • What geographical features can you see? Are they natural or man-made? • Investigate map making and co-ordinates • Make treasure maps with correspond keys to find buried treasure. 	<ul style="list-style-type: none"> • Ask - What were seaside holidays like in the past? Compare and contrast to today. Create information books (Eng Link) • Research project on Blackbeard the Pirate - Who was he? When and where was he born? Why was he famous? What were pirate ships like? • Investigate the life and times of Christopher Columbus 	<ul style="list-style-type: none"> • Christianity - Celebrations- Pentecost • Judaism - Prayer and Worship 	<ul style="list-style-type: none"> • Good to Be Me • Pirate Code of Conduct - Compare rules in school, with rules on the Pirate Ship