**Literacy –** role play and sequence fantasy stories. Read, recite and write their own pirate poetry. Imagine being marooned on a desert island and write a message in a bottle. Learn the roles of jobs on a pirate ship and apply for a job. Write invitations to classmates for pirate day.

**History –** look at real ]pirates. Research real life pirates such as Blackbeard, William Kid, Anne Bonney, Black Bart and make an information booklet about them for the museum. Children will imagine what life was like on board a pirate ship. Recreate how it sounded, felt, what jobs you did, what you ate (bring in similar foods to try) etc. They should know where the people and events they study fit within a chronological framework (show timeline) and identify similarities and differences between ways of life in different periods

**Geography –** draw a key and treasure map, base it on forest schools area. Look at obstacles they might overcome like forest, desert, quick sand, cave, lake. Label and name their areas: crocodile creak, mighty mountain, desolate desert, raging river, feral forest, swirling swamp. Study a world map and look at where famous pirates travelled across the globe.

**Goegraphy –** all children should be able to: • Name different types of maps and explain some key features of maps. • Draw a simple sketch map of the school and local area. • Name the four points of a compass. • Plan a simple route around the local area using key vocabulary. • Identify map symbols. • Use an atlas to locate the four countries of the UK, capital cities and other key places. • Use an atlas to locate the seven continents of the world. • Use an atlas to locate the five major oceans of the world. • Use aerial photographs to ‘view from above’ and recognise basic human and physical features • Ask geographical questions – Where is it? What is this place like? How near/far is it? China – climate culture location comparing schools here ansd there

**Music –** learnpirate songs and then write and make their own. Listen to / join in with sea shanties. In group create own sea shanty with musical accompaniment.

**Science –**Diet and healthy living – compare with pirates and getting ill with scurvy.

Animals including humans topic – categorising, grouping and identifying different species of animals, carnivores and herbivores. Labelling parts of the human body.

**Buxworth Values – compassion-** for fellow shipmates. **Entrepreneurial –** running their own museum.

**Citizenship** – roles of women as pirates **–** equality between men and women, can they do the same jobs?

**Spiritual, Social and Moral Values:** discuss smuggling/slavery that was involved in the pirate trade. Children’s thoughts on this.

**PE –** swimming! Learn to swim or walk the plank**.**

Ball skills

Athletics

**Stunning start – PROJECT 25 -**think about what a museum is and start to design our classroom into one.

**Fantastic finish –** have a ‘pirate party.’ Invite visitors to our museum with pirate artefacts – flags, treasure boxes, pirate food. Come dressed as pirates. Organise tours/ explanations.

**Art –** design a wanted pirate poster. Design their own pirate flag, design their own simple flag with cloth and fabric paints(PTA funds for materials). Draw themselves as a pirate. Paint a skull and cross bones on black material to make their own jolly roger flag. **Design Technology –** Make ‘pirate food and drink’ such as hard t ack biscuits and ‘horrible pirate soup’.Make their own treasure chests from shoe boxes paper mache. Make their own ‘treasure’ to go inside. Link to **PHSE** – what is really important to them in their lives: their family, pets, friends etc.

(Select from and use a wide range of materials and components, including construction materials, textiles and ingredients)

**Reading and writing:** look at a variety of information, non-fiction books (examples) for research and fantasy stories such as ‘*class three all at sea’ .* Compare similarities and differences between stories and talk about who the authors are and their favourite one is. Look at limericks and poetry (go go pirate boat) learn and recite some pirate poetry off by heart (*what shall we do with the grumpy pirate*). They will use stimulus to write a diary entry as if they were on a ship. They will write instructions on how to make hardtack pirate biscuits and soup. Make their own pirate word dictionary, look at the format and how to use one. Pirate language.- heave ho, aye aye captain, , ship ahoy etc.

**Pirates**

**Maths –** power maths

NC fractions Year 2

NC place value and numbers to 100 year 1

**KS1 Literacy Curriculum Objectives**

Reading comprehension Phonics and spelling Vocabulary and language Sentence and text Handwriting and stories Information Poetry

**KS1 Science**  Animals including humans All living things Habitats Everyday Materials Seasonal changes

**KS1 Mathematics** Problem solving Communicating Reasoning Number and place value Mental maths The four operations +-x ÷ Written methods +-x÷ Fractions 2D and 3D shapes Position and direction Measurement Time Statistics – processing and representing data Statistics – interpreting data Patterns

**KS1 History National Curriculum**

Finding out about historical events from different sources Lifestyles of people or places in the past locally Significant people/ historical events within living memory Events that are beyond living memory that are significant nationally or globally

**KS1 Art and Design** Drawing Painting 3D modelling Printing Textiles

**KS1 Design and Technology** Design, make evaluate Food Technology Structures and Textileselectrical and mechanical components

**KS1 Geography** Geography enquiry Geographical skills and field work Location and place knowledgeHuman and physical Geography

**KS1 Physical Education** Gymnastics Dance Games

**KS1 Computing** finding things out making things happen sharing and reviewing investigating and exploring