

History

Make a timeline to show and sequence chronologically famous sea explorers Marco Polo, Christopher Columbus, Sir Frances Drake, Sir Walter Raleigh, Henry Hudson, Captain Cook and modern-day explorers like Ellen MacArthur.

Compare explores to pirate Blackbeard/ look at famous pirates. What would it be like to be on Blackbeard ships- write a letter home telling family what it is like. Compare pirate ships to modern day ships e.g. cruises.



Geography

Name and locate capital cities of the UK and surrounding seas.

Oceans and continents- create a flap book about each continent- let children explore the globe etc. Can they locate the equator and the north and south poles.

Use compass directions (north, east, south and west) to describe the location of geographical features and routes on a map- Playground game Captains deck, which involves positional language.



Art & D. T.

Design and make a ship- to use for The science experiment.

Clothes pin pirate puppets- using a lever.

Pirate portraits, focusing on features of a face (could be used as a wanted poster in English).

Egg box treasure chest.



Land Ahoy

Y2

Spring 1 2022

Trips/visitors TBC

Stunning start Pirate day- treasure hunt around school.

Other

Music – sea shanties

Computing- beebots following a map.

Water safety

Home learning task

Experiment with floating and sinking objects

English

Message in a bottle

Tea stained wanted poster

Pirate comprehensions

Writing a letter home as if the children were on Blackbeard ship- what is it like? What are our favourite things? will leave onto see shanty song.

Use a picture to inspire writing, nouns adjectives and noun phrases.

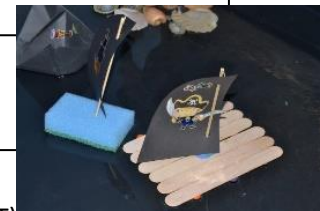


Maths

Positional language, creating a treasure map to follow using ½ turn clockwise and ¼ anti-clockwise.

Co-ordinates on a map (grid references)- can you get the pirate back to his parrot, write instructions.

Data handling- pirate Venn diagram- pirates who have a parrot, pirates who have a beard, pirates that have one leg.



Science

Building a small raft (cross curricular D&T) using a range of different materials (paper, cork, sponges, elastic bands, bottles, wooden sticks etc). Test/ race the boats to see if they sink or float.

Test how the shape of some materials can be changed by twisting, bending, squashing or stretching. Explore which shapes float best by moulding/reshaping play-doh/plasticine (e.g does the lump float best or does the sausage shape or cup shape float best) record at each stage- they could do a retest on salty sea water- is there a difference why?