

Theme Overview

“Land Ahoy!” is a thematic unit, with a subject focus on science and geography. The science element is based around sound, speed and motion and begins by exploring how things move, linking with a pirate’s journey around the continents and ocean. The unit concludes with an introduction to sound, focusing on sources of sound and the relationship between distance and volume. Threaded through is the theme of acting responsibly, with consideration for others.

ICT/Computing

Write an algorithm to make chocolate pirate coins

English

Our Novel Study text this half term will be *The Pirates Next Door* by Jonny Duddle.

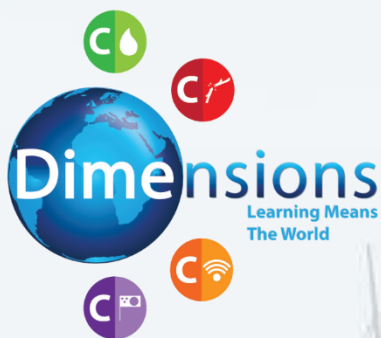
Art

Drawing / Painting Sea pictures

Dance

A selection of themed movements for a pirate game and sequencing for simple composition. Practically and creatively exploring the forces of push and pull, as part of a pirate story.





Curriculum Newsletter

Land Ahoy!

Drama

Improvising different lines for part of a song, leading to the improvisation of matching actions. They will begin to take on the voice of a different character. Finally, pupils will sing the opening song in role as each of the different pirate characters.

Music

Pupils begin by learning 'Shiver me Timbers' pirate song. They then think of sounds associated with pirates and the sea to add to the song. Create a Soundscape using instrumental and vocal sounds to replicate those chosen for the song. Use some of those sounds to add verses to the song.

Design Technology

Design a remote control for a pirate

PSHE

Taking turns
Class charters
Sharing

Rules and expectations
Taking responsibility

Home Learning

Weekly Home Learning (Compulsory)

Reading: As always, we will be encouraging the children to **read** as often as possible. Please remember to sign your child's reading card (maximum once per day).

Spelling: To help them learn their weekly spellings, the children are expected to complete a spelling activity each week. I will post on dojo the spellings we are covering each week. There will be a test on Friday.

Maths: Log into NumBots for at least 15 minutes per week.

Creative Home Learning (Optional) Here are some choices of creative homework projects. If you choose to do one or more of them, they can be brought to school at any time during the 6week topic.

Make a porthole and draw/paint images as seen from a boat to put on the classroom windows.

Make a pirate costume including hat, eye-patch, telescope, treasure bag with chocolate gold coins and flags to be used during a pirate party.

Google Earth - pupils to view and print o maps of the land and sea.

Establish rules for a desert island so that all can live happily.



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Wish you'd... be responsible