

Pirates Ahoy!

Week 3

Pirates in history: Find out about famous pirates and create a pirate purse. Captain Blackbeard, Anne Bonny.

Sewing pirate purses/Hat
Find out about famous pirates.

Year 1: Follow instructions to make a pirate purse

Year 2: Write instructions to make purse.

Week 1 and 2 Pirate School

All about me: Turn yourself into a pirate.

Year 1: identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.

Year 2: Identify suitability of materials for a purpose.

Week 4

Pirate ships and all about me: Design a pirate ship

Year 1: describe the simple physical properties of everyday materials and group them

Art: Print with sponges and vegetables.

D&T: I know the difference between thread and textiles.

Year 2: How can materials be changed by squashing, squeezing etc

Art: I can print using a pressing method.

I can joint different fabrics together using glue.

Week 8, 9

Create a treasure box

Looking at the physical features of an island.

Year 1: Create patterns Develop impressed images
Relief printing

Art I can create a repeating pattern.

I can create a repeating pattern.

Year 2: Print with a growing range of objects Identify the different forms printing takes

Art: I can create a print like a designer.

Week 5

Pirate Journeys-Build a pirate ship.

name and locate the world's seven continents and five oceans locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.

Year 1: Follow instructions to build a pirate ship.

Art: I can print on paper and textiles
I group fabric and thread by colour and texture

Year 2: Write instructions to build a pirate ship.

Art: I can print using a rolling method.

Week 6, 7 Pirate Journeys: Treasure maps

key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather.

Create a map for the pirate journey.

Programming Bee Bot round the treasure maps.

Art: I can design and make my own printing block.

I can weave with fabric and thread.

Year 2 Art: I can print using a rubbing method.

I can sew fabrics together.

Week 1

Maths - Place Value (3&4)

History - Introduction to Vikings with a focus of understanding where the Vikings came from.

Science - States of Matter

PSHCE - Transitioning back to school

Great Explorers (Cycle 1 - LKS2)

Week 7-9

Maths - Addition and Subtraction (3&4)

Length and perimeter (4)

History - To understand how Vikings lived and worked

To understand what happened during the Viking invasions and know what Viking warriors were like.

Geography - Changes over time

Art - Look at techniques such as splashing, dotting and scratching (3)

As above but encouraging independence in choosing correct equipment and incorporate mood within a painting.

RE- Islam - Beliefs in action in the world

D&T - Cooking Viking Recipes

PSHCE - Staying Safe - How can we keep ourselves safe?

English - Non-Chronological report

Computing - Use sequence, selection and repetition in programs.

Week 5 & 6

Maths - Addition and Subtraction

Science - How to solids, liquids and gases change?

History - To understand how some kings in Britain dealt with the Viking invaders.

Geography - Similarities and differences between geographical regions focusing on human and physical characteristics.

Art - Look at famous artists Monet, Ben Moseley, Van Gogh and their different painting styles.

D&T - Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed through a study of comparing Vikings diet with modern day diets.

PSHCE -

Support Networks - Focusing on friendships and relationships

English - Narrative

Week 10-13

History - To identify and describe Viking artefacts. To know some Viking gods and what they represent.

Maths - Multiplication and division (3&4)

Science - Evaporation and condensation

Geography - Using maps and computer mapping

Art - Choose one artist to use to create a Viking painting

RE - Islam - Beliefs in action in the world

English - Non - chronological report

Computing - use logical reasoning to explain how simple algorithms work and to detect and correct errors.

Week 2 - 4

Maths - Place Value (3&4)

-Addition and Subtraction (3)

D&T - What is a healthy and varied diet? Compare a Vikings diet with modern day diets.

History - To understand how and why the Vikings invaded Britain.

English - Adverts

Geography - Name and locate counties and cities in the UK

Science - Solids, liquids and gases

Art - Colour mixing

PSHCE Healthy Body, Healthy Mind - Focusing on mental health, managing stress and physical health.

Computing - debugging

UKS2

Great Explorers Cycle 1

Weeks 3-4

Maths - Place value

English - Key skills

Science - Growth and development of humans.

Geography - Name and locate counties and cities of the U.K.

Computing - Algorithms (using code.org)

D&T - Understand and apply the principles of a healthy and varied diet.

Art - Create a colour palette, demonstrating mixing techniques.

RE - Beliefs and questions.

PSHE - Healthy Body, Healthy Mind - Focusing on mental health, managing stress and physical health

Weeks 5-6

Maths - Multiplication

English - Diary based in Tudor era.

Science - Water transportation in humans and animals

History & English - Middle ages - The Plague and diary writing through Samuel Pepys study.

Geography - Similarities and differences between geographical regions

Computing - Algorithms

D&T - Seasonality - Tudor's diet in comparison with diets in York today

Art - Famous artists at the time of the Tudors: Hieronymus Bosch

RE - Worship, pilgrimage and sacred places.

PSHE - Support Networks - Focusing on friendships and relationships.

Weeks 1-2

Maths - Place value

English - Key skills

Science - Circulatory system

History - The Black Death

Computing - Algorithms

PSHE - Change - Focusing on the transition back into school and change in routines.

Weeks 10-13

Maths - Division

English - descriptive writing based on The Gritterman.

Science - Animals including humans

Art - snow scene from The Gritterman

All subjects - assessments and recap.

Weeks 7-9

Maths - Multiplication

English - Create a travel leaflet for Tudor England.

Science - Diet, drugs and lifestyles

History - Tudor religions

Geography - Changes over time.

Computing - Algorithms.

D&T - Practical cooking

Art - Famous artists at the time of the Tudors: Hieronymus Bosch, Arcimboldo and Da Vinci.

RE - The journey of life and death.

PSHE - Staying Safe