

Stanbridge Lower School



Teacher: Miss Waller

Year Group: 1

Academic Year: 2019-2020



Pirates

Simmering Starter: Treasure hunt! Have a message in a bottle discovered in class, containing a message from a pirate, and a starting clue. Follow other clues to discover pirate treasure!

Grand Finale: Pirate party! Chn wear their pirate hats and play games, eat some pirate party food and earn a pirate bravery certificate.

Computing

- Coding using Espresso Coding - Level 1 - Simple Inputs. Learn and use correct terminology, and understand how coding works using algorithms.
- Use a word processor to type recounts of a day in the life of a pirate.
- Use paint to create digital art of a parrot linked to the pirate's parrot poem.

History/Geography

- Use maps and globes to locate and name the continents and oceans of the world.
- Use pictures to identify and sort human and physical features of the landscape.
- Learn about Jamaica's landscape and climate, and compare to UK.
- Follow routes on treasure maps.
- Create our own treasure maps of imaginary islands, including keys.
- Explore and imagine what life was like on a pirate ship.
- Learn about the lives of Anne Bonny and Blackbeard, and how they are different to our lives.
- Investigate artefacts and order them on create timelines.

Science

- Explore different properties of materials using observation and sort different objects based on their material properties.
- Explore floating and sinking, which materials float and sink.
- Use knowledge of floating/sinking and properties of materials to decide which material would make the best raft to escape from a desert island, and test.

Art and Design Technology

- Use computers to create digital art of parrots based on the pirates parrot poem.
- Use collage to create parrot art, using different media types e.g. magazines, tissue paper, felt, feathers.
- Design and make a pirate flag, using stitching to join design to the flag base.
- Make Hardtack biscuits.
- Create pirate hats, using cutting and joining skills.

PSHCE

- Health and Wellbeing
- Discuss and roleplay different situations and how they make us feel, and how we can identify and regulate these feelings.
- Practise and create posters/instructions for hygiene routines/how to stay safe.
- Draw and label body parts, and notice similarities between boys and girls..
- Notice and describe how we have changed since we were babies.

Music

- Follow Music Express scheme, Travel and Water units.
- Use voices and untuned instruments in performances of chants and songs.
- Use voices and tunes instruments to explore changes in pitch.

RE

- Why does Easter matter to Christians?
- Explore the Easter story through drama, pictures and retelling.
- Understand some symbols and traditions around Easter and why they are used.
- Discuss and consider how Christians remember Jesus' teachings and how the show their belief in him.

PE

- Follow Future Games Imagine PE scheme.
- Explore key skills through story such as balancing, travelling and teamwork.

