



Year 1 Curriculum Overview - Spring 2 2019 - Pirates

English

Texts:

Pirates Love Underpants-
Clare Freedman
<http://www.teachingideas.co.uk/library/books/piratesloveunderpants.htm>

Ideas for all subjects using this book

The Night Pirates- Peter Harris

The Pirates Next Door- Jonny Duddle

The Pirate Cruncher -Jonny Duddle

My Granny the Pirate - Val McDermid

Discuss classic pirate stories- Treasure Island and Peter Pan.

Poetry-

I wish I was a Pirate - Tony Bradman

When I was one I ate a Scone - Traditional

If I was a pirate - Josh Gill

Following instructions to make a pirate hat

Writing instructions

Listening to pirate stories and creating their own story

Imaginative writing- Writing a message in a bottle from a desert island.

Writing a letter home from a pirate ship describe life on board.

Write a pirate adventure story.

Introducing speech bubbles

Speaking like a pirate and exploring vocabulary linked to the pirate culture

Maths

Addition and subtraction, multiplication and division linked to doubloons and

jewels Create a repeating pattern on a necklace
Capacity- understanding a litre Using coordinates to plot position
Combining groups and sharing into equal parts

Science

The importance of food, water and good hygiene
Naming parts of the body
Investigating materials -floating and sinking, permeable and impermeable
Seasonal changes
Identify spring flowers and changes in trees.
Growing potatoes

R.E.

Christianity and the Easter story.

Computing

Exploring action algorithms Using programmable toys to navigate around a floor map
Typing a message in a bottle
Creating own treasure map using 2Simple

History

Famous pirates- Blackbeard, Anne Bonny,
Life on board a pirate ship in the past
Changes in technology linked to seafaring

P.S.H.C.E.

Going for Goals.
Celebrating diversity.

Art

Art and Design

Painting pirates, ships and parrots

Mixing sea colours

Designing own pirate flag

Making a tie dye bandana

Seasonal:

Observational drawings and paintings of Spring flowers.

Making a Mothers' Day cards

Making an Easter card.

Design Technology

Making Pirate biscuits-hardtack

Introduce tying knots/laces

Design a pirate ship and test it- does it float or sink?

Mother's Day cards

Easter cards

Making a pirate model from junk material

P.E.

Using large apparatus - balancing and climbing

Dancing jigs to pirate music

French

Greetings and colour words

Music

Pirate songs and sea -shanties
Listening to music linked to sea

Dancing to music- linked to pirates

Listening to fiddles, pipes, drums and whistles and describe the sounds.

End of Year Expectations

English

To develop pleasure in reading by listening to poems and stories and discussing them.
Become familiar with adventure stories.
Recite poems by heart.
Discuss word meanings.
Automatic reading of high frequency words and common exception words, To develop phonic skills and comprehension skills.
Spelling of high frequency words. Use of phonic skills to write words.
Sequence sentences to form a short narrative and discuss what they have written with the teacher or other pupils.
For further details use link to The National Curriculum in England.

https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/335186/PRIMARY_national_curriculum_-_English_220714.pdf

Maths

Number and place value
Represent numbers using objects, pictures and simple diagrams.
Solve addition and subtraction problems
Count in multiples of 2 and 10
Read and write numbers 1-20 in numerals and

words
Addition and subtraction
read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs
Multiplication and division

Counting in 2s, 5s and 10s
Introducing arrays and X sign
Repeated addition
Measurement
Revisit o'clock and half past the hour.
Understanding a Litre
For further details use link to The National Curriculum in England.

https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/335158/PRIMARY_national_curriculum_-_Mathematics_220714.pdf

Science

Everyday materials
Distinguish between an object and the material.
Describe the simple physical everyday properties in everyday materials.

Humans:
Identify, name, draw and label basic parts of the body.

Plants:
To identify common wild and garden plants
To observe changes in trees in spring.
Identify and describe the basic structure of a variety of common flowering plants,

including trees.
Seasonal Changes
Observe and describe weather associated with the seasons and how day length varies.
Observe changes across the four seasons.

Computing

Understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions
Use logical reasoning to predict the behaviour of simple programs
Use technology safely and respectfully, keeping personal information private;
Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

RE

History

To explore events beyond living memory
To explore lives of individuals in the past

End of Year Expectations

To explain the differences between the past and present in own life.

To use common words and phrases relating to the passing of time including: past, old, new, recent, young, days, months.

To find answers to some simple questions about the past from simple sources of information.

To answer questions using an artefact / photograph provided.

PSCHE

It's Good to be me (SEAL)

1 *Knowing me*

2 *Staying healthy*

3 *Being with other people*

Art

To use a range of materials creatively to design and make products. To use drawing, painting to develop and share their ideas, experiences and imagination. To develop a wide range of art and design. techniques in using colour, pattern, texture, line, shape, form and space. To explore the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. To use a digital program to create a

picture.

To name the primary and secondary colours.

To experiment with different techniques and materials to design and make products.

To draw lines of different shapes and thickness, using 2 different grades of pencil.

Music

Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Listen with concentration and understanding to a range of high-quality live and recorded music.

Explore and play untuned instruments understand the pitch describes how high or low sounds are. To understand that tempo describes how fast or slow the music is. To understand that dynamics describe how loud or quiet music is. To learn to follow the conductor or band leader. To follow instructions about when to play or sing.

French

DT

Design

Design purposeful, functional, appealing products for themselves and other users based on design criteria

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Understand the principles of nutrition and learn how to prepare a healthy sandwich or a fruit salad.

Evaluate

Explore and evaluate a range of existing product. Evaluate their ideas and products against design criteria.

End of Year Expectations

Geography

To observe seasonal changes in their school and local environment.

To know that they live in England and to name local towns. Understand that people live in different countries and that the weather is different.

To explain what they might wear if they lived in a very hot or a very cold country.

P.E.

Perform dances using simple movement patterns.

Compare their performance with previous ones and demonstrate improvement.

Develop balance, agility, coordination and being to apply these in a range of activities.