



Frederick Bird Primary School



Spring Term Year 2 Pirates of the Caribbean

Essential Knowledge

By the end of this unit children will

- Understand significant historical events, people and places in their own locality.
- Use maps, atlases and globes to identify the United Kingdom and its countries.
- Use maps, atlases and globes to identify the countries (Jamaica), continents (Europe and N America) and oceans (Atlantic) in this unit.
- Understand similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and a small area in a contrasting non-European country (Jamaica).
- Use basic geographical vocabulary to refer to: key human and physical features, including port, harbour, coast, hill, sea, ocean, forest and mountain.
- Use simple compass points (N, E, S, W) and locational and directional language (e.g. near, far, left, right) to describe the location of features on a map.

Spiritual Moral Social Cultural

- Where money comes from — spend or save.
- Keeping track of money.

Wonder — Hook

Experiences

An aeroplane scenario was created in the classroom for the children to go on a visit to the Caribbean.



Investigate and

Children will investigate pirates in Jamaica and Cornwall and how they smuggled goods. They will also have a pirates' day.



Express and review

Pirate day where the children will take part in different pirate activities such as walk the plank.

Pirates of the Caribbean Year 2 : Links to National Curriculum Framework

Core Subjects

English

- To read a wide variety of texts and retrieve information from them. Use dictionaries to find word meanings and spellings. Use main features of journalistic writing to communicate meaning.
 - ⇒ Write forming lower case letters, capital letters and digits which are the correct size.
 - ⇒ Read *The Night Pirate* and *A Pirate called Tom*.
 - ⇒ Write an adventure story about a pirate
 - ⇒ Create a report with facts about pirates.
 - ⇒ Read three times a week at home and daily at school to increase their fluency and enjoyment of reading.
 - ⇒ Continue to learn their sounds and use them to support their reading.

Mathematics

- To know the place value of each digit in a two digit number.
 - ⇒ To identify half, quarter and thirds of numbers and shapes.
 - ⇒ Add and subtract multiples of 10.
 - ⇒ Times tables—multiplication and division.
 - ⇒ Days of the week and months of the year.
 - ⇒ Tell the time to the quarter hour.

Foundation Subjects

History, Geography and Science

History: Understand significant historical events, people and places in their own locality.

- ⇒ Hot seat a pirate, finding out what they would have smuggled.

Geography: Use maps, atlases and globes to identify the countries (Jamaica), continents (Europe and North America) and oceans (Atlantic) in this unit. Understand similarities and differences through studying the human and physical geography of a small area of the United Kingdom, and a small area in a contrasting non-European country (Jamaica). Use basic geographical vocabulary to refer to: key human and physical features, including port, harbour, coast, hill, sea, ocean, forest and mountain. Use simple compass points (N, E, S, W) and locational and directional language (e.g. near, far, left, light) to describe the location of features on a map.

- ⇒ Research Jamaica and find the similarities between Jamaica and Cornwall.
- ⇒ Identify continents.

Art and Design and Design Technology

DT: 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. Evaluate their ideas.

- ⇒ Create a 3D pirate ship.
- ⇒ Design and create a pirate's chest.

Art: Use drawing, painting and sculpture, to share and develop their ideas, experiences and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

- ⇒ Self portraits.

Music, Languages and Physical Education

- ⇒ Take part in PE lessons which develop their ball skills.

Computing

- ⇒ Research Jamaica and pirates.