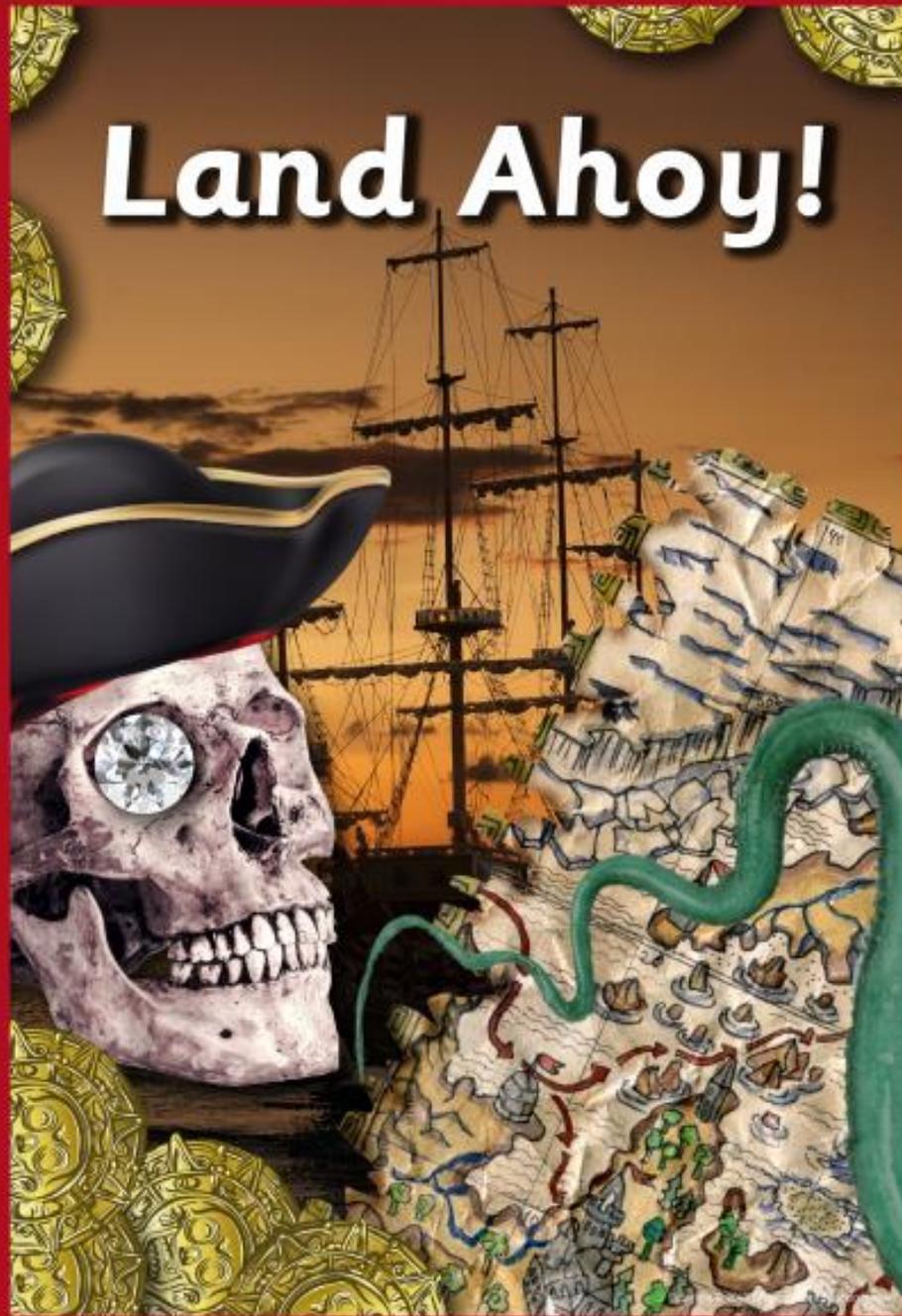


# Land Ahoy!



Year 2  
Spring 2  
MTP

### Geography

- **Name and locate the world's 7 continents and 5 oceans.**
- **Make simple sketch maps of the UK and the location of each sea.** -Identify seas of the UK using maps and satellite images. -Name and locate the UK's surrounding seas.
- **Navigate for Captain Cook!** -Locate the Equator and the South Pole. -Locate different countries on a globe and plan Captain Cook's journey. -Use simple map keys. -Use simple compass directions to describe the location of features and routes on a map.
- **Make an imaginary treasure map.** -Identify human and physical features. -Use basic geographical vocabulary.
- **Design a Fantasy Island for survival.** -What do humans need to survive?
- **Treasure Hunt (map reading).**
- **Compare physical and human features of the UK and The Caribbean.** - Locational study.

### History

- **Make a timeline to show and sequence chronologically famous sea explorers.** -Research famous pirates from the past (Marco Polo, Christopher Columbus, Sir Frances Drake, Sir Walters Raleigh, Henry Hudson, Captain Cook and modern day sea explorers such as Ellen MacArthur).
- **Learn about the lives of significant individuals from the past (Grace Darling).** -Act out a scene.

### Art and Design

- **Pirate portraits (whole day at the end of the topic)** -Select particular techniques to create a chosen product. -Develop some care and control over materials. -Represent things imagined using colours and tools.
- **Pirate ship paintings.** -Make textured collages. - Experiment with tools on rigid and flexible materials.
- **Design your own pirate flag.** -Use a range of materials creatively.

### Design and Technology

- **Design and make a boat that floats.** -Choose appropriate materials, tools, techniques and equipment. -Explore different methods of enabling structures to remain stable.

### Computing

- **Research famous Pirates from the past using the internet.** -Organise, store and retrieve digital content.
- **Research boats (Science links).**

### PE

Swimming sessions at King Edward Pool. Link to floating. What does it feel like to be afloat?

### Music

- **Pirate songs/sea shanties.** -'Drunken Sailor', 'Baby Shaftoe' and 'A Hundred Years Ago'.

### Visits and Events

**Pirate Day at Beaumanor Hall (Monday 25<sup>th</sup> February) to kick start the topic.**

- Physical pirate challenge- Test your aim with a cannonball throwing game.
- Memory games- Pirate matching pairs.
- Can you balance on a 'grog' obstacle course?
- Treasure hunt (involving map reading).
- Perplexing Pirate Problems-Maths trail.

Topic open morning to showcase learning in Land Ahoy and Street Detectives topics.

### English

- **Pirate riddles**
- **Message in a bottle (Art cross curricular).**
- **Diary- A day in the life of a pirate.**
- **Pirate narrative**
- **Description of the Caribbean (Geography cross curricular).**
- **Make a fact file about 'A Pirate's Life' (Computing cross curricular).**
- **Guided Reading- 'Captain James Hook and the Curse of Peter Pan' by Jeremiah Kleckner.**

### Science

#### **Love to Investigate-**

- **Can you find the treasure?**

Children investigate water in its various states then melt ice to unearth frozen treasure.

- **Why do boats float?**

Children mould modelling clay into different shapes to test how well they float.

#### **Other Science topics-**

**-Research boats and the materials they are made from.**

**-Learn about sea life and what different sea creatures need for survival.** -Identify that most living things live in habitats to which they are suited.

**-Research the most appropriate shaped boat to aid floating.** -Gather and record data (including secondary sources).

### Maths

- **Statistics-** Pirate clothes, names, boat names etc (tally charts, bar graphs, pictographs).
- **Time-** Track Captain Cook's movements.
- **Measure (mass)-** Explore how much cargo a toy boat or raft can carry before it sinks. How many of each unit can be loaded on the boat before it sinks?
- **Shape** –Design a pirate flag using different 2D shapes (Art Cross curricular).
- **Position and direction-** Describe the position, direction and movement of small world pirates, ships and treasure. Move objects according to instructions and give others instructions.