

# Holland Haven Primary School - Pirates Sp 1


Project: Pirates

Phase: LKS2


## Core Read-Aloud Stories, Non-Fiction and Poetry




**Historian** - Past (Golden Age of Piracy and The 1st Pirates: The


Vikings! and modern day pirates - living memory  Somali attacks


[History - Subject Profile](#) [History Matrix](#)

 Chronology

 Vocabulary


 Evidence

 Question


 Compare and Organise



**Geographer** [Geography - Subject Profile](#) [Geography Matrix](#) Pirate routes

(maps), Viking Settlements, Treasure-hunt and coastal field-studies (beach) 

 The World

 Fieldwork and Maps

Develop geographical and skills fieldwork



**Musician** [Music Matrix](#) [Music - Subject Profile](#) Treasure

Island Songs (tutorial) - different genres

 Perform

 Sing

 Appreciate



**Designer** [D&T - Subject Profile](#) [D&T Matrix](#)


































Moving-parts pirate picture, hard-tack biscuits and loose-parts play 'pirate ships'

 - tools and equipment

 Cooking

 Technical Knowledge

 Design

 <b>Kind, resilient, healthy citizen</b> Desert Island - needs  PSHE - Citizenship Subject Profile  PSHE Matrix  Health and Wellbeing  Safety	 <b>Make</b>  <b>Artist</b>  Art - Subject Profile  Art Matrix Flag design- Jolly Roger symbols and meaning, painting  <b>Create</b> - including experimentation  <b>Techniques</b>  Types of Art and Design- <i>including historical and cultural</i>
  <b>Scientist</b>  Science Subject Profile  Science Matrix States of Matter - Materials Forces and Magnets  <b>Classify</b> and <b>Compare</b>  <b>Demonstrate</b>	 Religious Education (non-themed)  R.E. - Subject Profile  <b>Thinking through Thinking (Philosophy)</b>  What is philosophy? How do people make moral decisions?
 <b>Sportsperson</b>  P.E - Subject Profile  P.E. Matrix   REAL P.E. Unit 1 and Tag Rugby (non-themed)   Dance ( <b>Finding Neverland - choreography</b> ) and Netball (non-themed)	 <b>Computing</b>  Computing - Subject Profile  <u>Purple Mash - Presenting 3.9 (Digital User)</u> Lesson 1: Research and <b>Create</b> Lessons 2, 3 and 4: <b>Create</b> Lessons 5 and 6: <b>Create</b> and Present  <u>Purple Mash - Animation 4.6 (Digital User)</u> Lesson 1: <b>Create</b> Lesson 2: <b>Create</b> Lesson 3: <b>Create</b> and Present

## Holland Haven Primary School's Creative Curriculum Planning: Spring 1

Additional cross-curricular, SMSC links and Cultural Capital Diversity Links

<b>Phase:</b>	<b>MIDDLE SCHOOL Yr 3/4</b>
<b>Theme:</b>	<b><u>Pirates</u></b>
<b>Subject Focus(es):</b>	Life on Board- <b>History/Geography focus</b>
<b>Expected outcomes:</b>	Understand pirates over the years and their role in past influential eras: Golden Age of Piracy - Blackbeard (Elizabethan times 'Francis Drake' - Elizabeth's favourite pirate - wealth and empire-building explored in 'Tudors'), The Vikings - The First Pirates! and Modern Day Piracy
<b>Educational Visit/Visitor</b>	<b>Pirate Day</b> Carousel of pirate-themed activities
<b>Extended Classroom opportunities</b>	Forest session - pirates (loose parts ships construction - Forest and Hills for giant ship/sea attack - adventure games) Pirate Treasure Hunt at the beach - hunt for clues to open the treasure chest! Message in a bottle...
<b>Parent-Pupil Project</b>	Create a Pirate Ship
<b>Themed 'visual token' system Learning Environment</b>	Collect 'doubloons' for our pirate teams of: Jolly Rogers, Buccaneers, Cutlasses, Galleons and Doubloons.  On board ship!
	<b><u>Pirates</u></b>
	<p><b>Reader/Writer</b> - Reading a range of adventure texts, including <b>Treasure Island</b>, and identifying features, learning how to create suspense and tension, use cliffhangers and flashbacks to write your own pirate themed adventure. Information text about pirate ships. The story of Blackbeard. Non-fiction core texts: The Vikings information books.</p> <p><b>Geographer</b> - Finding out where pirates were usually to be found and what those locations are like and where they are in the world - past and present. Viking invasion routes from Scandinavia and reasons for settlements.</p> <p><b>Historian</b> - Find evidence and discover exactly what life was like for a Pirate, when they were at their height (the Golden Age), what they wore and ate and how they fought. Also compare some famous pirates. Compare and contrast to modern day pirates. Discover the first pirates - The Vikings! Why they invaded Britain's Anglo Saxon life and where they settled.</p>

	<p>Examine what life was like for female pirates and compare how their life was different to male crew members. Consider the impact the injuries pirates suffered had on their lives.</p> <p><b>Designer</b> - Make a moving part for a pirate picture with levers. Cook hard-tack biscuits and learn about storage and nutrition onboard the ships. Loose parts play in the Forest</p> <p><b>Computing - Programmer</b> Program a scratch 'quiz' about pirates.</p> <p><b>PSHE</b> - Learn about being healthy in mind and body (context: life on board a pirate ship).</p> <p><b>Musician</b> - Treasure Island Story through songs - musical tutorials</p> <p><b>Sportsperson</b> - 'Dance' Finding Neverland music - choreography</p> <p><b>Computing - Digital User</b> - animation and presentation (Purple Mash and Google Slides)</p>
<b>Reading and Spelling</b>	<p>Reading sessions twice weekly</p> <p>Daily Spelling, Punctuation and Grammar sessions.</p> <p>Weekly, personalised spelling practice.</p>
<b>Discrete Maths</b>	<p>Progression Ladder System</p> <p>Weekly Skills Check and/or Arithmetic Check</p> <p>Creative Coverage</p> <p>Problem Solving opportunities for Fluency and Reasoning</p> <p>Morning Maths Meetings</p> <p>Fast Maths (Times Tables)</p>
<b>Themed Maths Opportunities</b>	<p>Planning for each maths topic includes a variety of opportunities to explore, apply and consolidate maths skills and knowledge outside of the classroom. For example, maths trails and orienteering-style problem solving.</p>
<b>Discrete Science</b>	<p>Chemistry States of Matter - Materials</p> <p>Physics Forces and Magnets</p>
<b>Discrete Physical Education</b>	<p>Tag Rugby and Netball (REAL P.E Units)</p>
<b>Discrete Languages</b>	<p><b>Year 3 French</b></p> <p>Recap / Retrieval first</p> <p>Lesson 4 - Goodbye</p> <p>Lesson 5 - Numbers 1-10</p> <p>Lesson 6 - How old are you?</p> <p><b>Year 4 French</b></p> <p>Recap / Retrieval first</p> <p>Lesson 4 - Colours</p> <p>Lesson 5 - Clothes 1</p> <p>Lesson 6 - Clothes 2</p>
<b>Discrete Religious</b>	<p>Thinking through Thinking (Philosophy)</p>

<b>Education (Essex)</b>	What is philosophy? How do people make moral decisions?
<b>LO+ C Opportunities</b>	Maths - Practical Maths using natural resources English - Experience Days for themed writing Science - Forces (The Hills), States of Matter (Melting, Evaporation) Pirates hardtack biscuits, flag and loose parts play - pirate ship Beach - treasure hunt and geographical coastal field-work