

Science

Look at the materials used to make boats- explore properties of materials such as wood, plastic, metal, glass, brick, paper to see what materials float and sink. Explore what shapes float by moulding and re-shaping a lump of plasticine- test and record how well each shape floats. **Our science topic for Autumn 1 will be Living things and their habitats.**

Skills

Sort and grade a range of materials for a specific property. Describe how the shape of some materials can be changed by twisting, bending, squashing and stretching.

Music

Listen to and join in with sea shanties and traditional songs sung by or about sailors. Perform sea shanty or traditional sailor song to an audience.

Skills

Use own voice in different ways including using a loud or soft voice and identify simple repeated patterns.



Land Ahoy!



D&T

Play with a range of boats with moving parts and mechanisms- investigate how they work. Make their own boats with a moving mechanism such as a level or a pulley using Lego. Find out about lighthouses, looking at examples from Grace Darling's time and modern lighthouses today. Make their own lighthouses to steer ships away from rocky cliffs and dangerous coves. Experiment with simple circuits. Work outdoors to make a rescue raft out of reclaimed materials or apparatus. Help to make a maritime museum in the classroom displaying all the artefacts made throughout the project. Take digital photographs of the children's models and allow them to write a simple evaluation about their design.

Skills

Explore and use wheels and axles, levers and sliders. Use tools safely for cutting and joining materials and components and finishing products. Improve structures by making them stronger, stiffer and more stable. Explain how closely finished products meet their design criteria and say what they could do better next time.

Art and Design

Draw boats from first hand observation looking carefully at shapes and form. Draw from different angles. Look at examples of pirate flags, talking about shapes, patterns and colours used. Design own pirate flag choosing symbols and colours that would stand out from afar.

Skills

Use line and tone to draw shape, pattern and texture. Develop ideas from a variety of starting points including the natural world, man-made objects, fantasy and stories.

Geography

Identify seas of the UK using maps and satellite images. Make simple sketch maps to show the UK and the location of each sea. Navigate for Captain Cook- Locate on a globe or world map the countries of Hawaii, Australia, New Zealand, Tahiti and the province of Newfoundland. Help Captain Cook plan his journey colouring in these places and providing a key. Look at real and imaginary treasure maps to identify a range of human and geographical features. Make own treasure maps creating a simple key. Use information from RNLI website to locate the UK's RNLI stations. Identify these locations on maps and decide what cities they are closest to. Engage in games such as 'Captains Deck', which involve positional language, North, South, East and West.

Skills

Name and locate the four countries and capital cities of the UK and its surrounding seas. Locate the equator and the North and South poles. Draw simple maps or plans using symbols for a key. Use compass directions North, South, East and West to describe the location of geographical features and routes on a map.

Computing

Use floor robot to navigate around a large-scale map drawn on the school yard. Can they prevent their ship from crashing and wrecking on the rocks? Make a single PowerPoint slide about their favourite part of the project.

Skills

Use logical reasoning to predict the behaviour of simple programmes. Organise, store, manipulate and retrieve data in a range of digital forms.

History

Make timeline to show and sequence chronologically famous sea explorers including Marco Polo, Christopher Columbus, Sir Francis Drake, Sir Walter Raleigh, Henry Hudson, Captain Cook and modern day sea explorers such as Ellen McArthur. Find out more detailed information about another famous sea explorer using research techniques. Use information books and the web to find out about famous pirates- brainstorm information. Make a fact file about 'A Pirate's Life'. Work in groups to act out a scene from the life of Grace Darling or another famous explorer showing one of their dramatic times at sea. Use simple script and make use of props and costumes to music to enhance atmosphere. Show to audience.

Skills

Use the stories of famous historical figures to compare aspects of life in different times. Sequence the story of a significant historical figure and explain why they are remembered today.