

Adventure

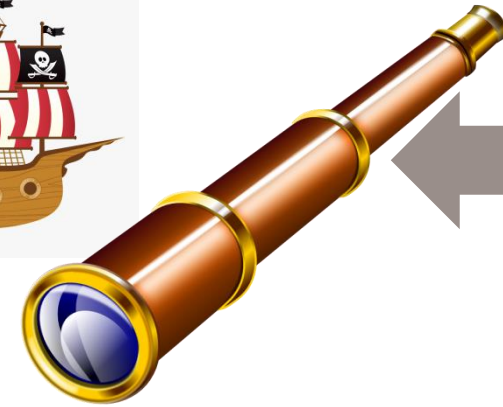
Where would you choose
to go on an adventure?



What do
adventurers
look like?

What did
pirates do?

What would
you wear?



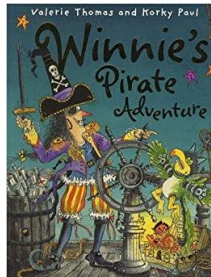
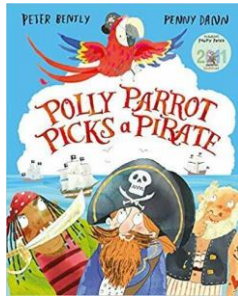
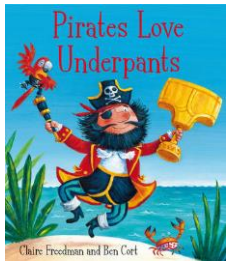
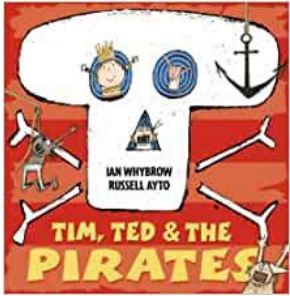
How did
they travel?

Was Robin
Hood a bad
guy?

Where did
they sleep?

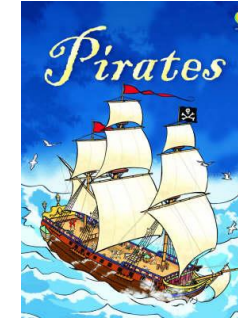
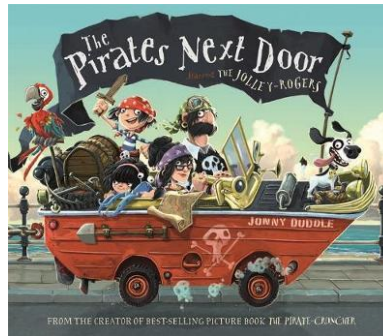
Where would you choose to go
on an adventure?

Fiction

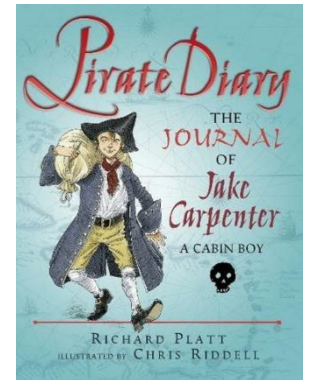


Where would you choose to go on an adventure?

Core Texts



Non-Fiction



Multi-media

<https://www.dkfindout.com/uk/video/history/talk-like-pirate-video/>

<https://www.bbc.co.uk/cbeebies/topics/pirates>

<https://pbskids.org/peg/games/hungry-pirates>



Rhymes and Songs

<https://www.twinkl.co.uk/resource/t-t-252357-pirate-themed-songs-and-rhymes-resource-pack>

Topic Specific Vocabulary

anchor	A heavy object to keep a ship in the same place.
adventure	An exciting and daring experience.
Armada	A fleet of war ships.
bandana	A colourful handkerchief worn on the head.
barrel	A large wooden object to hold liquid.
cannon	A large metal gun on a ship.
cave	An underground chamber in the side of a cliff.
coast	A part of the land that meets the sea.
compass	An instrument to show you where North is.
crew	A group of people who work on a ship.
crow's nest	The lookout at the top of a ship.
cutlass	A short sword with a curved blade.
eye patch	A patch worn to protect an injured eye.
grog	A pirate's word for drink.
island	A piece of land surrounded by water.
Jolly Roger	A pirates flag with a skull and cross bones on a black background.
landlubbers	Someone who has never sailed on a boat.
rigging	Ropes on a ships mast.
telescope	Used to see into the distance.

Would you like to live next door to a pirate?



Sticky Knowledge

- ☐ A robber is someone who steals on the water.
- ☐ The pirates flag is called the 'Jolly Roger'.
- ☐ Pirates probably didn't really make people walk the plank.
- ☐ Pirate Bartholomew Roberts captured more than 400 ships.
- ☐ The pirate ship called the 'Speaker' had 50 canons on board..
- ☐ Port Royal was a hideout for pirates.

Ahoy landlubbers!



Oooo-arr!
I'm a scurvy seadog!



Long John Silver

Famous pirates



Anne Bonny



Captain Jack Sparrow

Captain Hook



Blackbeard



Writing features – letter/story

I can form most lowercase letters and CL in the correct direction, starting and finishing in the right place.

I can begin to write coherently for different purposes.

Character descriptions

Full stops

Effect on the reader:



make them think about being a adventurer

Pirate/Space/Robin Hood vocabulary

give them a picture of the setting and a character.

topic nouns

setting adjectives

Audience and Purpose:

Write adventure stories using our imaginations and information we have learnt.

tell what happened clearly

Finger spaces

Sentences with capital letter and full stop

Beginning, middle, end

Features of a letter

I can use a variety of conjunctions (and, but, because).

1.

- Shared reading : Moon landing newspaper.
- My trip to Space. story writing...beginning-rocket launch. Middle- exploring the moon/planet and meeting an alien. Ending- escaping the moon.

Summer 2

In English, we will be writing narratives.

We are going to write adventure stories.

4.

- Dragon – green screen animation-wed
- Shared reading- The Pirates next door.
- Turn myself into a pirate and write a description.
- Story prediction of ending- use picture as stimulus.

5.

- Shared reading: pirates next door.
- Create Pirate animations on J2e showing Tilda's adventures as a Pirate.

2.

- Shared reading.-Who is Robin Hood? Picture stimulus- write a description of the picture.
- Create a wanted poster for Robin Hood.
- Plan a story of Robin Hood- own text map...beginning (setting and intro RH, middle (characters he meets including enemy). Ending (the get away)
- Drama- telling the story

3.

- Shared reading- Nottingham Castle information.
- Educational visit
- Write the story of Robin Hood. (story map from previous week plus trip stimulus)
- Thank you letters to Castle.

6.

- Shared reading: Blackbeard.
- Write a letter home to tell them about your pirate adventures with Tilda.
- My favourite adventure was.... Because....

We are creative

Explore fabrics to make a
peg doll.

I can explore texture to
create a seaside picture
using other artists work to
inspire me.

Build a pirate ship.

Digitally create a pirate
animation using a
computer programme.

Construct a pirate hideout.

Design a treasure map.

Plan a message in a bottle.

Dear Parents and Carers,
Here is our topic for this half term. Please also see the creative homework sheet for ideas about supporting your child's learning journey. Have Fun!

Wow Event/Hook

*

Topic Outcome

*Write adventure stories using our imaginations and information we have learnt.

As Readers we will know how to:

- read words containing taught GPCs and -s, -es, -ing, -ed, -er and -est endings.
- read words with contractions (for example, I'm, I'll, we'll) and understand that the apostrophe represents the omitted letter(s).
- read words containing common suffixes.
- read common exception words, noting unusual correspondences between spelling and sound and where these occur in the word.
- read most words quickly and accurately, without overt sounding and blending when they have been frequent encountered.

As Writers we will know how to:

- add prefixes and suffixes, learning the rule for adding s and es as a plural marker for nouns, and the third person singular marker for verbs (I drink - he drinks).
- use the prefix un.
- add suffixes where no change to the spelling of the root word is needed: helping, helped, helper, eating, quicker, quickest.
- use spellings rules.
- spell contraction words correctly (can't, don't).
- add suffixes to spell longer words (-ment, -ness, -ful and -less).
- Use the possessive apostrophe. (singular) eg the girl's book.

As RE Superstars we will know how to:

- Recognise and name some symbols of belonging from their own experience, for Christians and at least one other religion, suggesting what these might mean and why they matter to believers.
- Identify two ways people show they belong to each other when they get married.

As Historians we will know how to:

- To be taught about the lives of significant individuals in the past who have contributed to national and international achievements.

Adventures

LEARNING CHALLENGE QUESTION

Where would you choose to go on an adventure?



As Artists/Designers we will know how to :

- use **drawing, painting and sculpture** to develop and share their ideas, experiences and imagination.
- use a wide range of art and design techniques using **colour, pattern, texture, line, shape, form and space**.
- use a range of materials creatively to design and make products.
- Look at the range of artists describing the differences and similarities between different practises and disciplines, and making links to their own work.
- understand where a range of fruit and vegetables come from e.g. farmed or grown at home.
- understand that all food comes from plants or animals
- name and sort foods into the five groups in the Eatwell guide.
- Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of *The eatwell plate*.
- Know how to prepare simple dishes safely and hygienically without using heat source.
- use techniques such cutting, peeling and grating.
- use technical and sensory vocabulary relevant to the project.

As Mathematicians we will know how to:

- Count to and across 100, forwards and backwards, beginning with 0 or 1, or from any given number.
- Identify and represent numbers using concrete objects and pictorial representations including the number line, and use the language of: equal to, more than, less than (fewer), most, least.
- Identify one more and one less of a given a number.
- Represent and use number bonds and related subtraction facts within 20.
- Read, write and interpret mathematical statements involving addition (+), subtraction (-) and equals (=) signs.
- Represent and use number bonds and related subtraction facts within 20

Summer 2 – 2021 - 2022

As Scientists we will know how to:

- identify and name a variety of common animals including fish, amphibians, reptiles, birds, and mammals.
- identify and name a variety of common animals that are carnivores, herbivores, and omnivores.
- describe and compare the structure of a variety of common animals (fish, amphibians, reptiles, birds, and mammals, including pets).

As PE Superstars we will know how to:

- work on simple tasks by myself
- follow instructions and practise safely.
- try several times if at first I don't succeed.
- ask for help when appropriate.

As Computing Superstars we will know how to:

- create and debug simple programs.
- use logical reasoning to predict the behaviour of simple programs.
- use technology purposefully to create, organise, store, manipulate and retrieve digital content

As Geographers we will know how to:

- use basic geographical vocabulary to refer to human features; city, town, house, port, harbour, village and shop
- use basic geographical vocabulary to refer to: key physical features, including: beach, cliff, coast, forest, hill, mountain, sea, ocean, river, soil, valley, vegetation, season and weather
- key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop
- use simple compass directions North, South, East and West.

As Musicians we will know how to:

- listen with concentration and understanding to a range of high-quality live music..
- create, select and combine sounds using the inter-related dimensions of pulse/beat, rhythm and pitch.

Dear Parents and carers,

Please support your child in choosing *at least one* project to complete. If you would like to do more, that would be great!

Please bring in or email a photograph of your work to year1@cavclosei.derby.sch.uk by Wednesday 13th July.

If you have any questions, please ask your child's class teacher.

Thank you.

Project 1 –

I am an Historian and Geographer

Research all about Robin Hood.

Write some facts and draw some pictures of your findings. Can you locate Sherwood Forest on a map of the UK?

Project 2 – I am a Designer

Design and build a pirate ship using junk and recycled materials from home.

Where would you like to go on an adventure?



Project 3 – I am a Musician

Create your own pirate song.

Perform it to your family. Can you add some actions to fit the words of the song?

Project 4 – I am an Artist

Draw or make a colourful parrot.

What is its name? Can you describe it?

Project 5 – I am a Mathematician

Draw a treasure map on squared paper with 'X' marking the spot.

Can you write directions to the treasure?

Project 6 – I am a Scientist

Investigate which materials float.

Make a prediction and then test in a bowl of water. Were you correct?