OUR DRIVERS:

Spiritual, Moral, Diversity & Beliefs Communities & Environment Life Skills Personal, Social & Emotional Well Being

Understanding English, Communication & Languages

To use Blackbeard to write our own Pirate stories.

To use the story of Blackbeard to write instructions on how to be a pirate. To write pirate poems. Weather in French.

**Religious Education** How does a church building help Christians to worship? How do I respond

to the idea of a holy place? What do I think of the ideas of forgiveness and sacrifice, explored by Christians at Easter?

Historical, Geographical and Social Understanding

To find out about how beaches are formed using geographical language. To find out how pirates lived and how their lifestyles compare with our own. To carry out a field study of Bristol. To compare Bristol to our local area by their human and physical features (including a study of White Horse Hill as our local area).

Pirates Year 3, Spring Term Bluebell Class



Wow Moment: Trip to the SS Great Britain £20. Outcomes:

1. To create a musical performance of seaside sounds to share with Year 1.

2. To make a pirate themed board game to play with Year 5.

**Understanding Physical** Development, Health & Well-being Good to be me (SEAL) Taking responsibility for my healthy lifestyle (HfL) To create a seaside dance To develop skills to play tri-golf. Swimmina. To develop running skills through the Golden Mile.

Mathematical Understanding Numeracy linked to our topic where possible. World maths Day.

Scientific and Technological Understanding To compare different types of rocks. To find out how fossils are formed. To find out how soils and sands are formed from rock particles. To find out how things move on different surfaces, including water. To find out about the different forces acting on objects. To design and make 3D boats that float. To program Bee-bots to follow a journey. To use Espresso Coding. To design, make and evaluate a pirate

## Understanding the Arts

To create pirate ship images.

themed board game.

To look at hot and cold colours to make a Compass Rose.

## To learn the recorder.

To create music to recreate the sounds of the sea.