Year 1 – Land Ahoy! Relationships Theme

If you were a pirate, where would you sail?
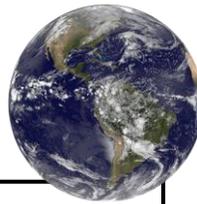
Ahoy me hearties! Come voyage with us on the ocean blue as we explore the world of sailors and pirates. In this unit of work, we will learn about our Earth, the continents and the oceans which make it up. In geography, we will explore pirate maps and directional language. In history, we will travel back in time to the Golden Age of Piracy and find out about some of the significant explorers and pirates from the time. In DT, we will explore sliders before making a moving pirate picture and explore large scale construction to make a pirate ship. In computing, we will program a Beebot to explore treasure islands. Blimey!

Core Texts

Personal, Social, Health and Citizenship
- I know who my special people are who look after me and can talk about why they are special
- I know who I can go to if I am feeling worried.
- I know the difference between secrets and surprises and understand that it is ok to not keep secrets.
- I know that both peoples' bodies and feelings can be hurt
- I know when people are being unkind either to them or others and what to do about it.
- I can talk about how I am feeling.
- I can begin to recognise how other people are feeling.
- I can say what a good friend means to me.
- I can talk about what bullying is and how someone who is bullied feels.

In history, pupils will know:
- The Golden Age of Piracy lasted 80 years.
- Christopher Columbus was a famous navigator and explorer who discovered the Americas.
- He was born in Italy.
- He completed 4 voyages across the Atlantic Ocean.
- Grace O'Malley was a famous Irish pirate.
- She was a fierce fighter and she defended her land from invasion by enemies.
- Blackbeard (Edward Teach) is known as one of the most feared pirates.
- He was born in England.

History Key Vocabulary

pirate   captain   compass
ocean   explorer   navigate
voyage   merchant   discover
source   primary source
secondary source

In geography, pupils will know:
- That there are 7 continents – Asia, Africa, North America, South
- America, Antarctica, Europe, Australasia.
- That there are 5 oceans- Pacific, Atlantic, Indian, Arctic and Southern
- That there are 4 main compass points, north, south, east, west.
- That a globe is a 3d and a map a 2d representation of the world.
- Some physical features found on a Caribbean island.

History Skills
- Look at objects from the past and ask/answer simple questions.

Geography Key Vocabulary

ocean   sea   continent   island
coast   globe   map   north
south   east   west   beach
mountain   river   waterfall
forest

Geography Skills
- Name the 7 continents and 5 oceans of the world.
- Use basic geographical vocabulary to refer to physical characteristics of places studies. Eg) beach, sea, river.
- Use globes to identify the continents and oceans.
- Use NSEW to describe the location of features of map.
- Draw a simple map and use geographical language to describe the place they have drawn.

In Computing, pupils will know:

- That Beebot has buttons on the top which we can use to make the robot do something.
- A route is the course that we travel to get somewhere.
- That an algorithm is a clear set of instructions.
- That a bug is an error in the code and it must be fixed.
- Bee-bots should only be used on the floor. They can be damaged if they fall from high surfaces.

Computing Skills

- Understand that an algorithm is a set of instructions given to a computer in order.
- Children follow a set of commands (stand, sit, spin and jump) ranging from single commands to an algorithm (string of code)
- Carry out a sequence using single command, one at at time e.g. forwards, backwards and turn.
- Programme the Bee-Bot to get from one point to another along a specific route.
- Make sensible predictions about where a Bee-Bot may stop from a simple set of instructions.

Key Computing Vocabulary

Beebot algorithm sequence command forward backward left right turn route pause instruction prediction bug robot
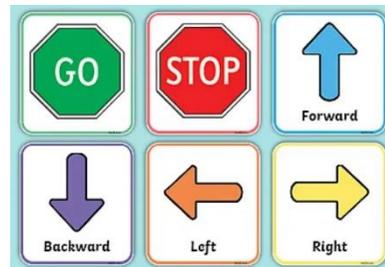
In DT, pupils will know:
That levers are used in many children's books to bring pictures to life.
That a lever is a rigid bar which moves around a pivot.
Changing the point of the pivot will change the movement.

Design Technology Skills

- Think of own ideas and plan what to do next.
- Describe designs using pictures and diagrams.
- Design a product following design criteria.
- Suggest what went well and what could be done differently when evaluating their own product.
- Deconstruct a range of levers and describe how they work.
- Make a lever by joining card strips with paper fasteners.
- Select and use simple tools to cut and join a range of materials.
- Use a straight edge to mark lines for cutting.
- Join edge to edge using glue.

Key DT Vocabulary

lever   pivot mechanism linkage

design make evaluate slot

GO STOP Forward

Backward Left Right

KS1 – Simple lever

Paper fastener pivot
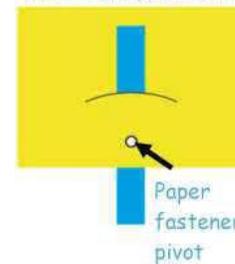
Levers can be used with or without a slot

Paper fastener
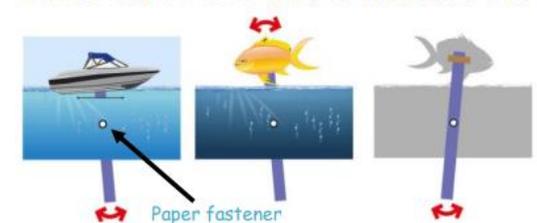
# Year 1 – Land Ahoy!
Health & Wellbeing

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Reading List – Topic Linked

Home Learning Ideas- How You Can Support At Home.

Visit the library to find and read books with a pirate theme. Don't forget to review them for others.	Practise walking the plank. To develop your balance, find/make a long thin line and walk across it. Don't fall into the sharks below!	Take part in cosmic kids pirate yoga. This can be found on their YouTube channel.
Design a pirate wanted poster for the capture of Blackbeard or Grace O'Malley.	Make your own pirate treasure map. Don't forget to think about all of the features that you want your pirate island to have. X marks the spot!	Can you give your parents commands (clear instructions), to make an algorithm for a daily task? Eg) making a cup of tea or getting dressed.
Watch an episode of Swashbucklers from CBeebies I-Player. Can you remember how to play one of the challenges so you can play it on the playground?	Find out about the continents. Can you name them from their shape on a map?	Design and make you own pirate flag. Remember it should look fierce to scare all of the other ships' crews.
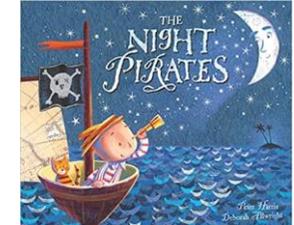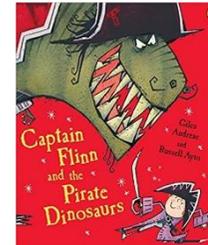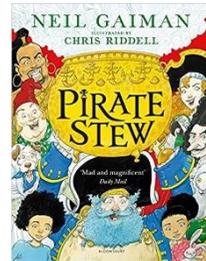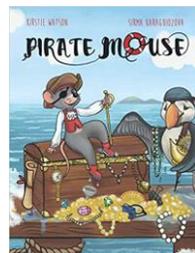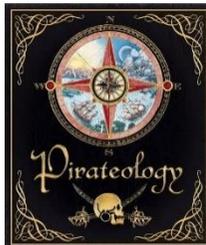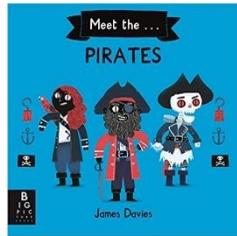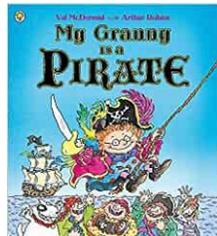
Land Ahoy!

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