

## Creative Curriculum Theme - Land Ahoy!

### Geography

- Name and locate capital cities of the UK and its surrounding seas.
- Name and locate world continents and oceans.

### Science

- Define the terms 'habitat' and 'micro-habitat', giving examples of animals that live in each place.
- Compare the living things in familiar habitats with the living things in a less familiar habitat.

### History

- Explore the causes and effects of Grace Darling's actions and what happened as a result.
- Debate the reliability of historical sources.
- Compare the experience and journey of Christopher Columbus to life and means of travel today.

### English Text: 'The Meerkat Mail by Emily Gravett.

- Use simple past tense to write about real events.
- Use sentences with different forms: statements, questions, exclamation, command
- Use similes to effectively add description to engage the reader
- When writing informally, apply contractions using an apostrophe to identify where a letter or letters would be.

### Maths

- Identify the place value of the digits in numbers to 1000.
- Solve addition and subtraction problems, using a range of materials and methods.
- Develop use of regrouping to solve addition and subtraction calculations.
- Solve real life problems using multiplication and division.

### Physical Education

- Gymnastics— linking movements together
- Develop sequence in dance

### Forrest School

Build on our outdoor survival skills: tying knots/building shelters and making fires.

### French

- Talk about festivals and the presents and activities that form part of the celebrations.
- Learn and talk about about foods.
- Talk about what we do at home and describing our home.

### Music

- 2E will learn the Ocarina
- 2B will listen to and appreciate different genres of music and identify different musical

Staff: Mrs M Evans,  
Miss S Breakspeare,  
Miss S Manley, Mrs G  
Tibbets, Mrs V Baker  
and Mrs B Bhorjee



## Religious Education

- Learn about places of worship and discuss the different ceremonies that take place.

## Personal, Social, Health Education and Citizenship

- Identify how to form positive relationships and develop an understanding of right and wrong.

## Homework

**As part of their creative curriculum we have chosen a number of tasks linked to the children's topic. The children must complete at least one of these tasks, but they can complete as many as they like! You can choose how to present your project e.g. photographs, models, written work or pictures. Children can bring homework in at any time to show their teacher and the rest of the class.**

Search the web or non-fiction books to find out about a famous boat or ship. Famous ships to choose could include the Titanic, the Santa Maria, the Cutty Sark or HMS Belfast.

Make a map of your home or local area to show all the main features. Where would be a good place to hide treasure? Can you plot a route to find it?

Find and learn some pirate jokes. Practise reading them at home to perform in school and make your pirate friends laugh!  
Aye, that be funny!

Make your own pirate treasure chest using a lidded box and other recycled materials. What will you keep in your treasure chest? Bring it to school to show your class and explain how you made it.

Write a letter to Captain Blackbeard to tell him what you have been up to at school and home.  
You might want to invite him to visit again!

Visit your local library to borrow and read stories and information books about the sea.

Make an information book by writing down interesting facts, downloading images or making drawings.

Look at holiday brochures or travel websites and talk about holiday destinations around the world.

## Reading at Home

- Your child's book will be changed every time it is brought into school with an adult's signature to confirm the book has been read.
- Home school link books need to be brought into school every day.
- Read for a minimum of 10 minutes daily.

## Maths practice

- Please practise counting on in steps of 2, 3, 5 and 10.
- Give your child opportunities to practise recall of the number facts to make 10 and 20.

