Cosgrove Village Primary School

Treasures Aqua class

Mathematics
Children will look at:
- Counting- objects and counting forwards and backwards from numbers up to 100.
- Ordering numbers- understanding more and less, beginning to understand place value to use with 10 more/less.
- Counting in 2s and 5s (year 1)
- Addition- knowing simple number facts and extending to adding 2 digit numbers together. To know different vocabulary for addition.
- Subtraction- jumping backwards on a number line and using objects to take away. Recognising simple subtraction facts.
- Shape – recognising 2D and 3D shapes- naming their features, being able to sort them in different ways and recognise them in the environment.
- Solving simple number problem using addition and subtraction- finding the relevant information.

Music
- To learn sea shanties and pirate songs.
- To add sound effects to their stories.
- To learn Christmas songs.

History/Geography
- Making simple maps and using geographical words to describe their treasure island.
- Using symbols to identify different places on their map.
- To learn how to use a compass and use north, south, west, east in their directions.
- To know the locality of Cosgrove and human and physical features of it.
- To know what it is like to be a pirate.

English – Reading, Writing, Spelling, Punctuation and Grammar
- Labelling – treasure books, pirates and islands.
- Writing sentences about what they like and dislike.
- Questions to ask the pirate.
- Describe their pirate.
- Use non-fiction books to find out about a pirate's life and working on a tall ship.
- Making and following instructions to make pirate biscuits and pirate grog!
- To learn and retell the story of 'Take a walk little pirate'
- Write their own story based on the 'Take a walk little bear'.
- Making lists and story maps.
- Role playing the Christmas story.

The children will also have daily phonics and

Science
- Looking at properties of materials and which will be the best to make a boat out of.
- Looking at which materials will float, sink or be waterproof.

Design & Technology
- To design and make their own pirate ship that can float.
- To design and make their own pirate grog.
- To make their own treasure chests and spy glass.

Physical Education
Games;
The children will take part in a range of games to develop their skills in throwing and kicking accurately.
Gymnastics:
The children will learn the basic shapes and develop these using travellng, jumping and apparatus to create sequences.
Dance:
Children to make a pirate crew dance.

PHSE and British Values Education
- Ourselves – similarities and differences between us.
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Religious Education
- Harvest festival celebrations.
- The Christmas story- why is Jesus so special?
- Celebrations and special times- festival linked to personal experiences and Divali and Christmas

Computing
- Taking pictures on ipads.
- Recording retelling of their stories.
- Using images and text to make a wanted poster.
- Using a program to make a 'talking pirate'.
- Making instructions to help the beebot get to the treasure.
- Debugging instructions when they are wrong.

Art and Design
The children will be making bandanas, treasure islands, pirate boats and port holes.
- Using drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Using arrange of materials creatively to design and make products.
- Developing a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.