

Communication and Language

New language: treasure, dessert island, ship, cannon, chest, map, ahoy!, walk the plank!

Role play – being pirates

Role play – boat adventures

Discuss holidays or trips

Carpet place and talk-partner discussion

PSED

Rights and wrong of pirate behaviour;
can we take things from others?

Pirates spend years away from family
and friends – how would that make you
feel?

What did pirates eat to keep healthy?
What do other sea creatures eat?

Physical Development

Using large play equipment to build boats and create
water scenes

‘what’s the time, Mr Shark?’

Walking the plank games

Captain says, ‘climb the riggin’, scrub the decks, ship ahoy’
etc

Dough disco for finger stretching and strengthening

Letter and number formation practise

Expressive Arts and Design

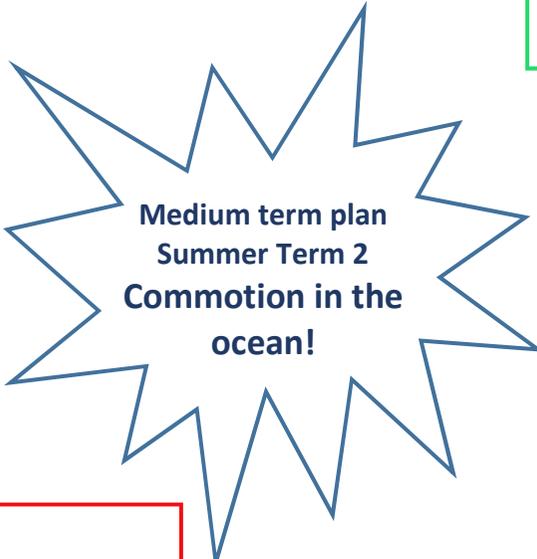
Painting sunsets and pirates using different media

Small world opportunities

Loose parts designs for ship building

Listen to sea shanties

Crating wanted posters in response to the ransom
letter



Medium term plan Summer Term 2 Commotion in the ocean!

Understanding the world

Looking at how boats float and seeing what else we
can float What will sink?

Where do pirates live?

How deep is the sea? Water safety discussion

Look at different types of ships – now and in the past

Looking at maps and creating our own

Literacy

Letters and Sounds Phase 2/3

Key texts: pirates love underpants; The Pirates next Door; Rainbow Fish;
Shark in the Park; 1001 things to spot in the sea; commotion in the ocean

Morning topical sentences on the board

Captioning images, reading speech bubbles and crating own

Guided reading in groups

Independent reading within the book corner

Home readers to extend reading out of the classroom

Ransom letter from a pirate

Mathematics

Looking at the largest and smallest sea creatures

Positional language when using treasure maps and hunts

Weighing and measuring through role play opportunities

Finding one more and one less of a given number to 20

Consolidating number facts to 10, e.g. 10 can be 5&5 or 6&4 etc.

Counting to 20 and beyond and working on number formation

Counting in 2s, 5s, and 10s