**HISTORY**

- Learn about events beyond living memory which are significant nationally and globally.

**GEOGRAPHY**

- Use simple compass directions (north, south, east and west)
- Use locational and directional language to describe the location of features and routes on a map
- Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map
- Use and construct basic symbols in a key



**Come along to our Leavers Assembly on**

# PIRATES!






**Don't Forget! Home Learning is due in:**

# OUR LEARNING

Through pirate stories, poems and sea shanties, we will discover how to become pirates and create an end of year leavers assembly like never before! In preparation for our assembly we will design and create our very own pirate puppets and costumes. We will learn about famous pirates, write pirate stories and use geographical language to describe position, direction and compass points. AARRGGH!

## ENGLISH

Listen to the story 'Captain Abdul's Pirate School' and write a character description.
Learn all about pirates and famous pirates and write instructions for how to be a pesky pirate!
Listen to, learn, chant and sing sea shanties. Use this knowledge to write our own sea shanties.

## DESIGN TECHNOLOGY

**Design**

- Design purposeful, functional, appealing puppets based on design criteria.
- Generate, develop, model and communicate ideas through talking, drawing, templates and mock-ups.

**Make**

- Use a range of tools and equipment to cut, shape and sew.
- Select from and use a wide range of materials and components according to their characteristics.

**Evaluate**

- Explore and evaluate puppets.
- Evaluate their ideas and puppets against design criteria.
- Make puppets, exploring how they can be made stronger, stiffer and more stable

## MUSIC

- Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
- Play tuned and untuned instruments musically.
- Listen with concentration and understanding to a range of high-quality live and recorded music.
- Experiment with, create, select and combine sounds using the inter-related dimensions of music.



**Emotional Intelligence**

- Manage their feelings productively in a positive manner and show self-control.
- Believe in themselves to take on challenges in their learning and be proud of their achievements.



**Thinking**

- Generate and use criteria to evaluate and judge the quality of their learning and achievement.



- Explain and justify their ideas and opinions, using precise language and communicating effectively.

# HOME LEARNING

## So how can you help?



**Please wait to find out what character your child is in our Leavers Assembly.**

**Pupil Challenge:**
What does your character wear?
What accessories do they have? What would you look like if you were one?

**Parent Challenge:**
Help your child **design** and **make** a costume for our end of year Leavers Assembly

**Home Challenge:**
Work together to **create** a costume for our Leavers Assembly.

If you buy a costume please make alterations to show your personal touch!

**Home Learning due in:**