



**Connected Curriculum Map (Objective Coverage)**

**Term:** Summer 2    **Trips/ Enrichment:** Pirate workshop day

**Any additional resources:** Large Dinghy and oars, Blue material Lots of, pirate flag, treasure chest, coins,

Stunning start: Pirate Day workshop - Captain Dan Tastic

Fantastic Finish: Seaside plus afternoon for parents, prepare some ship biscuits, singing sea shanty and teaching parents how to talk like a pirate

Links to English: postcards; information books; narrative,;descriptions;poetry

Links to Maths: Mass, position; direction and movement

Computing  
**Programming, using presentation software**

Co 3 Use logical reasoning to predict the behaviour of simple programs.

Co 4 Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Design and Technology  
**Mechanisms, structures**

DT TK 2 Explore and use mechanisms (e.g. levers, Science sliders, wheels and axles), in their products.

DT M 1 Select from and use a range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishing). DT TK 1 Build structures, exploring how they can be made stronger, stiffer and more stable. DT E 2 Evaluate their ideas and products against design criteria.

History

**Significant people- Captain James Cook, Grace Darling, Famous Pirates**

Hi 3 Learn about the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods.

**Year 2**  
**Land Ahoy**  
**Class text(s)**  
**The Adventures Of Sinbad the Sailor**  
**Captain Cook**  
**Grace Darling**  
**Peter Pan ( Visual Literacy)**

Geography  
**Using and making maps, using and giving directions**

Ge LK 2 Name, locate and identify characteristics of the four countries and capital cities of the UK and its surrounding seas. Ge SF 1 Use world maps, atlases and globes to identify the UK and its countries, as well as the countries, continents and oceans studied at this key stage. Ge SF 3 Use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key. Ge SF 4 Use simple fieldwork and observational skills to study the geography of their school and its and West) and locational and directional language (e.g. near and far; left and right), to describe the location of features and routes on a map.

Art and Design  
**Observational drawing, printing**

AD 3 Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. AD 1 Use a range of materials creatively to design and make products.

Music  
**Sea Shanties**

MU1 Use their voices expressively and creatively by singing songs and speaking chants and rhymes.

MU3 Listen with concentration and understanding to a range of high-quality live and recorded music.

PE

Throwing and Catching

Team Games

PE1 Master basic movements

PE2 Participate in team games

Science  
**Everyday Materials**

Sc EM 1 Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses. Sc EM 2 Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.