Year 2
Pirates

DORE TO LEARNING
Creative Thematic Curriculum
produced in association dore

Pirates

Geography
- 1a,b,c,d;2a,c,d,e;3a,b,c,e;4a,b
- Identify the seas which pirates travelled, which ports did they visit?
- Why were they travelling those particular routes?
- Make their own "Treasure Island" maps - invent an island and record physical features using symbols and a key

Music
- 1,2,3,4,5
- sea shanties - rhythm for sailors to work to

Design and Technology
- 1,2,3,4,5
- Refer to QCA Unit 2C "Winding up"
- Design and make winch mechanisms for the pirates' ship - to work sails, anchor

Science
- Sc1:1,2
- Sc4: Physical processes 2a to find out about and describe the movement of familiar things
- Sc4:2b that both pushes and pulls are examples of forces
- Sc4: 2c to recognise that when things speed up, slow down or change direction there is a cause (eg: push or pull)

Mantle of the Expert
- Company hired to create a "Museum of Piracy" - including portraits of pirates, information about them, artefacts eg: doubloons and other coins made in clay; models of winches (made in D&T); stories about pirates etc

Inspiration Day
- Pirate Day! Come dressed as pirates and have a day involving lots of (organised) role play; games; problems solving - eg: you're abandoned on an island - how will you make a raft?

History
- 1a,b;2a,b;3;4a,b;5;6b
- Investigate the lives of pirates through the ages - Blackbeard
- William Kidd, Sir Francis Drake, Mary Read, Anne Bonny
- What did it mean to be a pirate? What was life like for pirates? What were the ships like?

PSHE and citizenship
- 1a,b,c,d,e;2a,b,c,d,e,f,g,h,i
- 4a,b,c,d,e; 5a,b,c,d,f,g,h
- POS related to cross curricular work; also discussions of rights and wrongs of life as a pirate; the harshness of punishments like walking the plank etc

ICT
- 1,2,3,4,5
- ICT for cross curricular research and presentation; animation of stories written in English
- Labels and information for museum (MoE)

English
- En1:1,2,3,4,5,6,7,8,9,10,11
- En2:1,2,3,4,5,6,7
- En3:1,2,3,4,5,6,7,8,9,10,11,12
- Reading and writing for research in other subjects; humorous poetry about pirates; stories about pirates
- Role play life aboard ship; writing of stories as a result of drama
- Writing imaginative descriptions of pirates - inspired by fictional pirates (read appropriate extracts from novels etc)
- Captions written for items in museum for MoE

Art and Design
- 1,2,3,4,5
- Look at pirate ships on DVDs - eg:appropriate extracts from "Pirates of the Caribbean" - also look at historical works of art depicting tall ships
- Design pirate flags and sails; Make "doubloons" and other coins using clay -with imaginative designs
- Paintings of the sea - in various moods
- "portraits" of pirates!