

# Characteristics of Effective Learning

## Prime areas

## Specific areas

## Umbrella Narratives:

Final event:  
Pirate Party

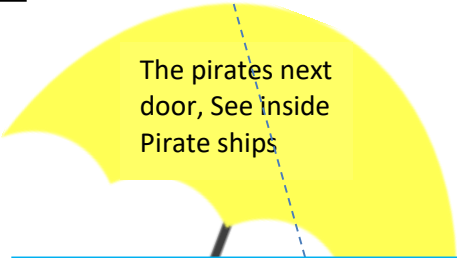

Creating and thinking critically
Having their own ideas  
Making links  
Choosing ways to do things

Active learning
Being involved and concentrating  
Keep on trying  
Enjoy achieving what they set out to do

Playing and exploring
Finding out and exploring  
Playing with what they know  
Being willing to have a

DISCREET

Show and Tell – Wednesday PM
RE – Once a week



The pirates next door, See inside Pirate ships

Expressive Arts and Design

- Make your own pirate ship (junk modelling)
- Pirate Party
- Pirate ship role play area
- Pirate self-portrait
- Make pirate accessories e.g. pirate hats, cutlasses, eye patches etc.
- Learn Pirate sea shanty's

Mathematics


- Writing numbers 1-20
- Positional language (maps)
- Directions
- Capacity
- Addition/Subtraction

Understanding the World

- Growing caterpillars into butterflies
- History of Pirates
- Real life pirates
- Maps
- Beebots

Literacy

- Pirate themed stories
- Labelling a pirate ship
- Designing our own treasure maps
- Non-fiction pirate books
- Phase 3 recap (phonics group)
- Phase 4 and tricky words (phonics group)
- Guided reading
- Reading and writing tricky words

HOOK:
Pirate School


Personal Social and Emotional Development

- Understanding treasure - what things/people do you treasure?
- Taking it in turns
- Winning/Losing games
- RE - What makes every person unique and special?

Physical Development

- Climbing (Pirate ship)
- Handwriting - Letter formation
- PE - Problem solving and team building
- Fine motor skills - cutting, writing
- Gross motor skills - bikes, outdoor PE equipment

Communication and Language

- Talk like a pirate
- Topic vocabulary (names of a ship, pirate names)
- Answering questions in response to stories