

Humanities

Identify where students live on a map of the UK. (Link to students home countries). Identify capital cities of the home nations in the UK and characteristics of each of the four countries. Identify seas of the UK using maps and satellite images. Make a simple sketch map Riverbank, forest school or the UK. Link to other countries, which students have visited. (Use atlases to extend)

Navigate for Captain Cook or other famous sea explorers including modern day explorers such as Ellen MacArthur. Plan their journey and plot this on a map.

Make a timeline to show chronological events in their own life and world exploration.

What is a pirate look at the story of famous pirates? Make treasure maps and create a treasure hunt for other students in the class. Design their own pirate flag.

Find out about the role of the RNLI; identify the locations of the RNLI stations on a map.

Creative Arts

Design and build a model lighthouse.

Create boat and ship images using a range of techniques.

Investigate different flags and their designs. Students could make their own a class flag or a school flag. Make simple blocks for printing using polystyrene.

Learning Journey Theme Land Ahoy!

English subject material is covered outside of this theme

Science

Explore the properties of materials such as wood, plastic, metal, glass, brick, paper and card. (Which float which sink) Compare the suitability of materials for particular uses such as boat building.

Explore which shapes float best by moulding and reshaping plasticine. Is there a difference between fresh water and salt water?

Look at images of boats and play with a range of boats with moving parts and mechanisms. Investigate with a partner to explain how they work. (Looking at levers, sliders, wheels and axles) Use Lego to make boats. Explore and make predictions about how much cargo a toy boat or raft can carry before it sinks.

Life Skills

Timelines / important dates/ telling the time

What is a 'dilemma' encourage teamwork/ cooperation.

How many can we fit in the life raft, what we should take in our life raft?

Join in with playground games such as Captain's Deck & use directional language.

Computing

Use the internet to research different type of boats. Design their ideal boat; make a PowerPoint to explain its features.

Design an information brochure for visitors to a RNLI station or a lighthouse.

Use a floor robot to navigate around a large-scale map. Can they prevent their 'ship' from sinking?

Maths

Measures & record lengths & heights, mass/weight; capacity volume & time
Collecting data

Telling the time and plotting dates on a time line.

Use mathematical language to give directions.