

Personal, Social and Emotional development (PSED)

Right and wrong - pirates were thieves. Is it ok to take something that isn't yours? What should you do if you want something that isn't yours.

Rules for the pirate island - children think of rules so that everyone on the island can be happy.

Communication and Language (CL)

(S 40-60 Uses language to imagine and recreate roles and experiences in play situations. Introduces a storyline or narrative into their play.)

(U 40-60 Listens and responds to ideas expressed by others in conversation or discussion.)

(PSED MR 40-60 Initiates conversations, attends to and takes account of what others say.)

Physical Development (PD)

(PD MH 40-60 Handles tools, objects, construction and malleable materials safely and with increasing control.)

Pirate Orders - walk the plank, climb the rigging, etc Game - port, starboard.

Literacy (L)

(40-60 WUses some clearly identifiable letters to communicate meaning, representing some sounds correctly and in sequence.)

Captain Abduhl's Pirate School - instructional writing, pirate instructions. Follow instructions to make a pirate hat

The Night Pirates - If I were a pirate I would...

That's Not My Pirate - own version of story using adjectives.

Mathematics (M)

(N 40-60 Uses the language of 'more' and 'fewer' to compare two sets of objects.)

Money - paying for items from the pirate shop, looking at pirate treasure chests and counting money.

Addition and subtraction of pirate objects.

Spring Term: Theme...

Pirates

Expressive Arts and Design (EAD)

(EMM 40-60 Explores what happens when they mix colours.)

(EMM) Paint a pirate, make a pirate map

Creative area - pirate hats, treasure chests, pirate jewellery, telescopes,

(I)Pirate ship role play - dressing up, acting out pirate orders.

Sing sea shantys, yo ho a pirates life for me, Music Express pirate music lesson.

Understanding the World (UTW)

(PD 40-60 Uses simple tools to effect changes to materials.)

(W 40-60 Looks closely at similarities, differences, patterns and change.)