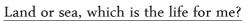
## Weekly Project Planner





Date	Mini projects and outcome	Curriculum content/skills to led to outcome
Week 1	Wendy Taylor storytelling and dressing up day -wow launch introduction	Pirate costumes designs and create telescopes, eye patches, flags, parrots, cutlass, treasure
8 <sup>th</sup> January	Pirates accessories- costume making and designing	bags — measuring, using tools and materials, adapting work.
Pirate Launch week	Exploring class environment- counting and numerals	Role play- speaking, imagination, PSED
I Hate Dathers week	Environments that pirates visit and explore, things pirates see, creating port	Port hole paintings, things we see from our boat
	side paintings	Story telling- listening, speaking, retelling, sequencing story
	olde pulletings	Speech bubble writing and label writing
	Story telling port side pirate book	Count things seen, numerals, sequencing, sets and irregular arrangements, combining
Portside pirates book	Story teiling port side phate book	numbers and sets of treasure.
Tortside pirates book		Ipad — doodle buddy design own pirate characters and label.
		i pau – toodie buddy design own phate characters and laber.
		Counting, sorting treasure, math's lang. More/fewer, measuring, weighing, size, real life
Weeks 2 and 3	Treasure maps designing and making – peer critique	math's problems and challenges.
15th and 22 <sup>nd</sup>	Look at our treasure chest and contents- use for all the math's activities and	Describing treasures and chests, labelling treasure.
January	challenges	Ipad treasure maps and photos of treasure with labels.
	Testing and using materials to make own treasure chest	Order items by length and weight – solve problems and make comparisons, using math's
Treasure maps and	Treasure labels	language
treasure chests	Letter writing to pirates	Estimating amounts of treasure, then checking.
		Halving and doubling
	Beach shop — signs, labels, prices, menus, posters, money, counting, role	Prices and money in shop
	play.	Treasure chest designing and testing materials
		Treasure map designs and labels- peer critique
Portside Pirate book		Role play opportunities
		Addition and subtraction of treasure
		Compare environments on the maps – similarities and differences
		Letter to pirates saying where the treasure is hidden
		Sea shanties and percussion accompaniments
		Pirate stories
		Introduce 3D shapes, treasure chests and treasure inside
		Treasure patterns
	Boat testing and floating- ways to move boats, designing boats to float and	Floating/sinking, moving boats across water investigations and challenges
Weeks 4 and 5	travel, best materials to use? Race boats, how much cargo can it hold and	Making and writing instruction lists
	carry before it sinks?	Comparing landscapes, likes dislikes, similarities and differences
29 <sup>th</sup> January and	Beach litter and pollution poster and speech bubbles	Speech bubbles from sea creatures about pollution- use the film clip, poster designing
5 <sup>th</sup> February	Message in a bottle writing	and making, sea creature views on pollution
Boats, beaches and	Sand treasure, sandcastle flags and designs, sand sculptures and beach	Creating 3D collages and beach art
<u>islands</u>	pictures 3D art.	Pollution posters to display at beach
	Capacity carrying water challenges – island living	Message in a bottle notes writing
Portside Pirate book	Fire lighting, shelter building	Team games – cross river and islands etc.
	3D Island designing – flag marks where we would choose to live	Capacity challenges, moving water, team work
		Fire lighting, shelter building.
		Weight and height of beach objects, sorting and numeral recognition and counting.
		More/ less objects – addition and subtraction 1 more or 1 less.
		3D island map designs
		Discuss where we want to live and why, land or sea?
	Half term	,
Week 1 and 2	Lighthouses- make own circuits and models of lighthouses	Electric circuit exploration
19 <sup>th</sup> and	Measuring lighthouses and comparing sizing	Light house designs- plans, labels, construct and adapt, making models use circuits.
26th February	New story telling	Explore range of materials to use
, ,	People who help us at sea	Measuring different size lighthouses
Lighthouses- land	Coastlines — land and sea differences	Positional language
and sea		Where would we choose to live?
		Use language of more/ fewer and estimating numbers with lighthouse picture sand
T : - -4		models
Lighthouse keepers		RNLI, lighthouse keeper, coast guards, life guards, sailors, navy, fisherman and people
lunch book		
		who use the sea

	Light house keeper pulleys, use to test baskets.	Use pulley systems
Weeks 3-4	basket designs – peer critique, make test, redesign, adapt and alter	Design and make own picnic basket, test out on pulley and holding objects, adapt.
5 th March- 12 <sup>th</sup>	Picnic cooking and designing sea biscuits, sandwiches.	Weighing/ comparing
March	Picnic preparations and event	Mr. Grinlings food- design our own
Baskets, picnics and		Lists of ingredients, lists of suitable picnic food
pulleys		Cooking and making picnic items, following recipe cards, sequencing events.
Lighthouse keepers		Practical addition with Mr Grinling picnic items
lunch book		Place mats designs for picnic
		Estimate amount of food in baskets, count to check, recognize numerals
		Speech bubble writing- messages to seagulls.
		Double and halving and sharing picnic items in baskets
		Measure time and sequence events - story
	Invites sent and posters displayed	Invites and posters for parents
Weeks 5-6	Open afternoon for parents- share storytelling, share challenges around the	Make biscuits and buns to sell, prices and labels.
19 <sup>th</sup> – 26 <sup>st</sup> March	classroom for children to share, participate in and explain to parents and	Estimate and count resources and equipment
	friends	Sequence events and order
Which is the life for		Measure short periods of time when rehearsing challenges and story telling
me?		Share the 3D map completed and give reasons where we would like to live and why?
		Show parents some of our challenges- explain and demonstrate.
Lighthouse keepers		
lunch		