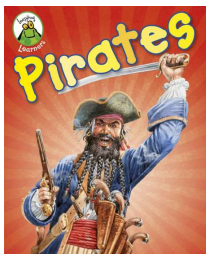
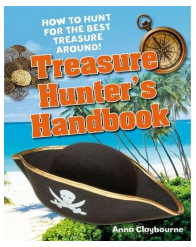
EYFS Knowledge Organiser – Pirates

Term: Summer2

Quality texts:

Non-fiction:



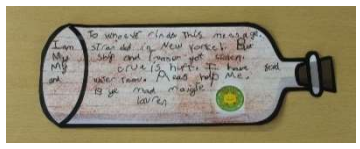


Fiction:

First Hand / Real Life Learning Experiences

UW – Working Scientifically / Geographical/Historical Development

Investigate the lives of famous pirates in the past e.g. Blackbeard
Investigate materials to make a ship and look at effects of weather e.g. making sails for ship and testing with wind. What materials are best for pirate ship sails?
Floating and Sinking: investigate different materials to make a boat and test if it floats or sinks
Direct a beebot around on a treasure map using directions
Locate oceans and seas around the world
Investigate water animals – fish, mammals, reptiles
Make own treasure map - record physical features using symbols
Treasure hunt
Make own message in a bottle



CL

Beginning to understand why and how questions.
Is able to follow directions
Builds up vocabulary that reflects a breadth of their experience.
Two- channeled attention- can listen and do for a short span.
Links statements and sticks to the main theme or intention.
Follow instructions involving several ideas.
Develop their own narratives and explanations by connecting ideas.

Writing Genres

Reception
Label pirate ship
Story map
Story retelling/Innovated story
Nursery
Name writing
Label pirate ship
Story map/retelling

EAD / Music

Listen to sounds from shells, pebbles etc.
Listen to 'sea' music/noises
Pirate/Sea nursery rhymes and song e.g. Over the deep blue sea
Create own pirate dance

Key Vocabulary

Ship, Jolly Roger, flag, cutlass, sword, parrot, telescope, skull and crossbones, plank, treasure, map, chest, compass, desert island, captain, eyepatch, hook, gold doublons, mermaid

Key Questions

What did it mean to be a pirate?
Where did pirates come from?
What was life like for pirates?
What were the ships like?
What treasure did pirates have?
Are pirates good or bad?

EAD / Art Processes and Techniques

Painting of the sea – using appropriate colours, teach how to use paintbrushes, teach painting with watercolours

Make treasure e.g. coins using clay

EAD / Designing and Making Techniques

Junk modelling: parrots, eye patches, telescopes, treasure chest

Design a pirate hat/pirate ship – decide which materials to use, constructs with a purpose in mind, using a variety of resources, investigate different methods to join materials

EAD / Being Imaginative

Dancing to songs and moving to music
Acting out Black Eyed Bill
Role play: pretending to be pirate, mermaid