

Communication, Language and Literacy

40-60 months

- Maintains attention, concentrates and sits quietly during appropriate activity.
- Two channelled attention.
- Responds to two part instructions.
- Able to follow a story without props.
- Listens and responds to ideas expressed by others.
- Uses language to imagine and recreate roles and experiences when playing
- Links sounds to the letter names
- Begins to read words and simple sentences
- Gives meaning to the marks they make
- Writes own name and other things such as captions and labels.
- Attempts to write short meaningful sentences.

Phonics/Spelling Focus:

Phase 2 - LA, Phase 3 - MA + HA

Physical Development

40-60 months

- Jumps off an object and lands appropriately
- Negotiates space successfully when playing
- travels with confidence over, through, around a range of equipment.
- Shows control over an object
- Uses tools to effect changes to materials
- Shows a preference for a dominant hand
- Uses a pencil correctly to form recognisable letters, most of which are correctly formed.

Knowledge and Understanding of the World (P & C, The World)

40-60+ months The world

- Talks about why things happen and how they work.
- Looks closely at similarities, differences, patterns and change.

40 - 60+ months Technology

- Uses ICT hardware to interact with age-appropriate computer software.
- Completes a simple program on a computer.

ELG P & C

- Knows about similarities and differences between themselves and others, among families, communities and traditions.

Expressive Arts and Design

40-60 months

- Explores the different sounds of instruments.
- Understands that media can be combined to create different effects.
- Manipulates materials to achieve a planned effect.
- Uses tools and techniques competently and appropriately.
- Create simple representations of people, events and objects.
- introduces a narrative into their play
- plays cooperatively as part of a group to develop and act out a narrative.

Making pirate maps
Writing messages in bottles
Speech bubbles for pirates
Names of pirates on board (writing own name and that of peers)
Buried treasure phonics - keep coins if you know the letter / can read the word.
Describing our pirates using adjectives.

Pirates game - different instructions / actions to complete as a pirate. Pirate training school.
Threading necklaces with 'treasure'
Fine motor - tweezers to pick treasure out of sand and sort into treasure chests.

Experience Outcome:
Pirate animation
4 weeks

Mindfulness:
Recognising emotions in ourselves and others. Using kind hands and kind words.
British values: Turn taking: rotating activities and waiting for the things we want.
Morality: Stealing, rules for living on a ship.
Emotions: How would it feel to be away from home?

Positional language Give directions to find treasure.
Direct someone through shark infested waters.
Counting treasure
Sharing - treasure between pirates
Ordering - ships based on size of masts.

Role play - Pirate ship with rigging, oars, parrot, maps, sails, anchor, pirate costumes, talk like a pirate!
Craft - design and make a pirate flag, make pirate peg dolls.
Music Create music to accompany pirate stories using percussion instruments, explore rhythm and shanties.

The World:
Investigating floating and sinking.
Digging and sifting in the sand to find treasure, investigate magnets.
Why do pirates have eye patches?
Technology: Pirate animation - i Can animate
People and Communities: The life of a pirate - understanding other cultures.

Personal, Social and Emotional Development

40 - 60+ months

- Solve problems involving sharing.
- Understands that their own actions affect other people.
- Explains own knowledge and understanding and asks appropriate questions of others.
- Can describe self in positive terms and talk about abilities.
- Confident to talk about interests and opinions.

Problem Solving, Mathematics and Reasoning

40 - 60+ months / ELG

- Recognise some numerals of personal significance.
- Recognises numerals 1 to 5.
- Counts up to three or four objects by saying one number name for each item.
- Counts objects to 10, and beginning to count beyond 10.
- Counts out up to six objects from a larger group.
- Orders 2 or 3 items by height or length, weight or capacity.
- Can say the number one more or less up to 20.
- Can describe their relative position such as 'behind'
- Solve problems involving sharing.