EYFS Knowledge Organiser – Pirates

Term: Summer2

Reception Nursery

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 programmable device 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

Understand 'why' questions.

Ask questions to find out more and to check they understand what has been said to them Use a wider range of vocabulary

Use new vocabulary in different contexts.

Start a conversation with an adult or a friend and continue it for many turns

Connect one idea or action to another using a range of connectives

Engage in non-fiction books

Enjoy listening to longer stories and can remember much of what happens Retell the story, some as exact repetition and some in their own words.

Writing Genres

Reception

Label pirate ship

Story map

Story retelling/Innovated story

Nursery

Name writing

Label pirate ship

Story map/retelling

Key Vocabulary

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

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 The Treasure of Pirate Frank Role play: pretending to be pirate, mermaid

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