

Mortimer St. John's Project Overview

It's a pirate's life for me (5 weeks)



Rational

The children receive a message from Pirate Pete who tells them of a Pirate Quest. The children will need to complete a selection of tasks to earn their pirate reward. The Quests will challenge a variety of skills: Physical, Literacy and Maths. The children will complete a Physical Assault course, which will involve them climbing, jumping, going over and through objects and balancing. They will also have to aim and throw 'cannons' at a target. The children will also write a message in a bottle, create a map to show where the 'treasure' is, and create a boat that floats. The children will receive a letter each week from Pirate Pete to let them know of the next part of the Quest.

Hook

Children receive a film from Pirate Pete, who is going around schools seeing how many children can complete his tricky 'Pirate Quests'. However, only the best of the best will complete these quests! The children are challenged to complete a series of quests to help them become a Pirate and earn a reward.

Outcome

Children have to complete a series of 'Pirate Quests' to earn a pirate medallion. They will complete these quests with their parents (or show them the evidence). The parents will tick off a sheet to say they have achieved all their quests.

Learning Power

Independence

Constant Learning Power

Communication

Lead 1- Physical Development

- Week 1: Children receive the first quest: cannon ball throwing. The children will use balls as 'cannons'. They will work on aiming and throwing their cannons to a non-moving target.
- Week 1/2: Quest 4: letter formation.

Lead 2- Communication and Language

- Week 1: Read and learn a story 'Pirate Pete'
- Week 2: Quest 5: Write a 'message in a bottle'
- Week 3: Write 'wanted posters' about Pirate Penny
- Week 4: Read 'Pirate in Pyjamas'
- Week 4: Create own

Lead 3- Understanding the World

- Week 2: Make a telescope
- Week 3: Sort a range of different materials into how we can describe how they feel, taste and smell
- Week 3: Make a boat
- Week 3: Predict if the boat will sink or float
- Week 3: Sort objects into ones that float

Teach the children to form recognisable letters and holding their pencil correctly. • Week 3: Second Quest: 'climb the rigging'. Children climb safely up the hall climbing frame. • Week 2: Quest 3: assault course which will consist of the children: walking along an up turned bench, crawling under a table, onto the table and jumping off the table, landing safely.	Pirate in Pyjamas' story	and ones that sink • Week 3: Predict which objects might float and which might sink giving reasons • Week 4: Children to create their own treasure maps.
Application Subject- Mathematics The children will create their own maps. They will use positional language to tell a friend how to find the hidden 'treasure'. They will add up how many points they gain from the 'cannon' throwing and work on writing these as a number sentence.		
Application Subject- Expressive Arts and Design The children will be making 'boats'. They will be creating their own maps, a telescope as well as creating their own pirates.		
Visits and Visitors Via a recording, the children will meet Pirate Pete.		
Role Play The children will have a pirates cabin in the classroom to use. Outside the wooden roleplay area will be turned into a Pirate Ship.		
Home Learning The children will be asked to work on some of the Quests at home in preparation for their final assessment.		