

# **Voyages of Discovery**

# Year 2 / Summer Term

#### Part of Nicholas Postgate Catholic Academy Trust

## **Curriculum Overview**

## Learning Challenge: Key Questions & Enquiry

How did Captain Cook change the life of sailors? Did Captain Cook influence our knowledge of the earth? How have explorers influenced our lives?

#### **Memorable Experiences**

Visits: Captain Cook Museum or Whitby Specific: Australian Art day History Themed Day: Captain James Cook Science Themed Day: Creating and sailing Boats

#### **Learning Environment**

Captain Cook's Display/ Role Play Area Australian artefacts Australian Artwork Investigation and exploration areas

## **Coverage Summary**

As geographers we will:

- Investigate places compare and contrast the locality of our school/ local area with localities in Australia.
- Communicate geographically use geographical vocabulary to describe landmarks and locational language to describe the location of features and routes on a map.

As historians we will:

- Understand chronology place historical events and artefacts in order on a time line.
- Investigate and interpret the past ask questions such as: What was it like for people? What happened? How long ago? When considering the life of Captain James Cook and his sailors.

## **Inspirational People**

Captain James Cook

#### Resources

More Creative things for learning – KS1 Australian Adventure by Chris Quigley 100 geography lessons – p.21 CQE Perfect Poetry Scenes of the Sea – Art & Design CQE Pg 78 & 80 Ref:- Christopher Columbus CQE History Pg 36-37 Australia – CQE Geography Pg 72 – 83 Describing maps of the world – CQE Geography Pg 35-37

#### **Enriching Texts**

Rainbow Bird - Aboriginal Folk Tale – Eric Maddern What make Tiddalick laugh? – Joanna Troughton Meerkat Mail - Emily Gravett

#### **English in Context**

As writers we will create:

- Imaginative description Diary entry- a sailors log, describing life at sea
- Paragraphing Non Chronological Report - Based on Australia
- Organisation
  Fact File Captain James
  Cook
- Purpose Recount - trip to Whitby or Captain Cook's Museum

#### **Maths in Context**

#### As mathematicians we will:

- Understand the properties of shapes
   In a practical context within design technology
- Use measures Practically measure in different units including ml, l, cm and m
- Describe position, direction and movement In a practical context of a voyage of discovery.

## Computing

#### As users of technology we will:

 Collect Use databases to collect and present information focussing on animals and countries encountered by key figures such as James Cook.

#### **Science in Context**

As scientists the children will: Work scientifically

# Physics – Understand movement, forces and magnets

• Observe and explain how a boat moves when different forces are exerted upon it.

## SMSC

#### Using British Values we will:

- Spiritual Show an awareness and understanding of their own and others' beliefs
- Moral Show a desire to explore their own and others' views.
- Social Shows respect for people, living things, property and the environment.
- Cultural Develop an appreciation of the diversity and interdependence of cultures

## Catholic Social Technology

#### As followers of Christ we will:

• Solidarity around the world

Research other communities in the world. What makes them different from each other and from us? What makes them the same as each other and us?

## Art & Design Technology

#### As artists we will:

- Develop ideas Researching Aboriginal art and the traditional methods they used.
- Master techniques used in Aboriginal art in order to create their own master piece.
- Design, make, evaluate and improve boats created from different materials
- Take inspiration from the greats Investigate the work of famous seascape artists and identify which features they use in their own art. (Katsushika Hokusai & Ivan Aivazovsky)

## Music

#### As musicians we will:

• Listen, Compose & Transcribe

Taking inspiration from traditional music of Australia, create the sounds of the Australian outback using animal symbols to transcribe.