

## Term 3



- Search the web or non-fiction books to find out about a famous boat or ship. Make an information book by writing down interesting facts, downloading images or making drawings. Famous ships to choose from include RMS *Titanic*, the *Santa Maria*, the *Cutty Sark* or HMS *Belfast*.
- Design and make a boat to take part in a class boat race. What materials will you use? What shape will your boat be? What name will you give it?
- Visit a maritime museum, boat show, lighthouse or harbour with your family. Take
  lots of pictures to show and talk about at school. Maybe you could interview a
  family member who has worked at sea or has been on a cruise, to find out about
  their experiences.
- Take the pirate puppet home for a night. Write about all of his adventures in his pirate diary.
- Visit your local library to read and borrow story and information books about the sea. Write or film a book review about your favourite.
- Make a pirate treasure chest using a lidded box and other recycled materials. What will you keep in your treasure chest? Bring it to school to show your class and explain how you made it.
- Write a letter to Captain Longbeard to tell him what you have been up to at school and home. You might want to invite him to visit again!
- Make a map of your home and local area to show all the main features. Include physical landmarks such as beaches, hills or forests, as well as human features such as shops, farms or harbours. Where would be a good place to hide treasure? Can you plot a route to find it?
- Find and learn some pirate jokes. Practise reading them at home to perform in school and make your pirate friends laugh! Aye, that be funny!
- Look at holiday brochures or travel websites and talk about holiday destinations around the world.
   Which seas or oceans are close to each destination?
   Locate them on a world map, noting their location in relation to the Equator and the North and
   South Poles. How does the location affect the weather? Where would you most like to go?

