



# Rye Community Primary School

"A Gateway to learning"



## Welcome to Year 2!

We hope that you had a lovely summer holiday. We are very excited about the year ahead and have already begun our topic this term, 'Land A-hoy!'. As Rye is a coastal town we thought it would be the perfect topic to kick our learning off this year.

We'll be making navigating, investigating and exploring our locality and the wider world and learning about some of the people who have sailed the seas, from Captain Cook to Grace Darling. Please find attached some of the ways that you can help your child to extend their learning at home.

### English

This term we are learning about quest and adventure stories, beginning with 'Jack and the Flum Flum Tree' by Julia Donaldson. Not only are we going to write stories but we'll be taking the opportunities to learn about other forms of writing, such as letters, information texts and instructions.

#### How You Can Help

Please read with your child every day and talk to them about what they are reading. Ask them questions about the story, characters and plot. Can they predict what will happen next?

Look at information texts with your child and look at the glossary and contents page to find out where you could locate more information.

Our focus this term is on punctuation and how we can use it in our writing.

### Maths

In Maths this term we will learn about Number and Place Value, before moving on to calculation.

#### How You Can Help

Practise counting up and back to 100, counting on in ones or tens.

How about starting counting on from numbers other than zero.

It would also be helpful to help your child practise the days of the week and months of the year in order, as well as being able to work out what the next day or day before is (e.g. What is the day after Thursday? What is the month called before June?)



## Rye Community Primary School

"A Gateway to learning"

### PE

Sea Turtles and Lobsters will be swimming on Tuesday mornings during term 1. Please also make sure that your child has a PE bag in school every day. All PE kit and uniform should be named (especially coats and jumpers) so they can be returned easily if they get found.

### Water Bottles and snacks

A hydrated brain is essential to learning! Please ensure that your child brings in a named water bottle. All key-stage one children are offered a healthy snack each day. They can also bring in their own healthy snack to have in snack time. It is really helpful if water bottles and fruit-tubs are named so they can be returned if they get lost.

As always, please do not hesitate to contact us if you have any questions or queries.

Thank you for your continued support.

Mrs Leigh and Mrs Mamoany.  
Sea Turtles' and Lobsters' Teachers

## Land Ahoy!



Yo-ho-ho and a bottle of rum! Get ready to take to the high seas and set sail in search of treasure!

This half term, we'll visit a boat yard, river or harbour to find out about boats and ships of all shapes and sizes. We'll write about our visit, read information books, investigate amazing sea rescues and write postcards and poetry influenced by the sea. Our science skills will help us to understand how boats float and we'll design and make model ships using a variety of materials. We'll study paintings of boats and draw detailed pictures of our own. Our map reading skills will help us to identify different seas and oceans, and we'll learn about famous sea explorers. Stories of pirates will inspire us to make pirate flags, treasure maps and fact files. We'll even find out how to talk and sing like a pirate!

At the end of the project, we'll share our learning with you. We'll hold a special assembly, set up a maritime museum in our classroom and perform stirring sea shanties. Shiver me timbers; it's going to be good!

ILP focus	Geography
English	Stories, information books, descriptions, poetry, postcards
Geography	Using and making maps, using and giving directions
Art & design	Observational drawing, printing
Computing	Programming, using presentation software
D&T	Mechanisms, structures
History	Significant historical people – Captain James Cook, Grace Darling, famous pirates
Mathematics	Mass, position, direction and movement
Music	Sea shanties
PSHE	Feeling positive
Science	Everyday materials

### Help your child prepare for their project

The sea is fascinating! Why not take a trip to the coast? Visit the harbour, lifeboat station and beach and take plenty of interesting photographs. You could also make boats from plastic cartons, cardboard boxes and polystyrene trays. Add sails and cargo then see which boats sail around the bath successfully! Alternatively, sing along to some lively sea shanties performed by The Fisherman's Friends from Port Isaac in Cornwall. Visit their website to access free sample tracks.



## What will you choose to do?

- 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?





Age of Sail      cargo      dock

hold      keel      lighthouse      main deck

marina      maritime      mast

mechanism      navigate      ocean

pirate code      poop deck      port

quarterdeck      quarter gallery      RNLI station

rudder      sail      sea shanty

shipwreck      smuggler      symbol



**Age of Sail**

A period of time lasting roughly between 1571 and 1862, when ships with sails were used to transport goods between countries and to fight enemies at sea.

.....

**cargo**

The goods that are carried by large types of transport, such as ships and aircraft.

.....

**dock**

To bring a ship into a port where it can be tied up.

.....

**hold**

A space below the main deck of a large ship, used for storing cargo.

.....

**keel**

A long piece of metal or wood, running lengthwise along the centre of the bottom of a ship, that helps to keep the boat balanced in the water.

.....

**lighthouse**

A tall tower, close to the shore, with a powerful light at the top that flashes to warn sailors about rocks and other dangers at sea.

.....

**main deck**

The uppermost deck that stretches across the full length of a ship.

.....

**marina**

A small port for small boats, mainly used by those who sail for pleasure.

.....

**maritime**

Human activity connected to the sea.

.....

**mast**

A tall, vertical pole on a ship, used to support sails.



**mechanism**

Part of a machine, such as a lever or a pulley, or a set of parts that work together.

.....

**navigate**

To use maps, instruments or knowledge of the area to plan and direct the route of a ship, aircraft or other form of transport.

.....

**ocean**

A very large area of sea. There are five oceans on our planet: Pacific, Atlantic, Indian, Arctic and Southern (Antarctic).

.....

**pirate code**

A set of rules about pirate behaviour, agreed by the pirates who follow it.

.....

**poop deck**

The highest raised deck, at the rear of a ship, often forming the roof of a cabin. The captain could stand on here to keep an eye on his crew.

.....

**port**

A place with a harbour where a ship's cargo can be loaded or unloaded.

.....

**quarterdeck**

A raised deck behind the main mast of a sailing ship. The captain often commanded his ship from here, and the ship's officers, guests and passengers would use this area.

.....

**quarter gallery**

A platform at the rear of a ship, close to the captain's cabin, that was often used as a toilet or as a place where weapons are fired.

.....

**RNLI station**

A station from which lifeboats are launched, funded by the Royal National Lifeboat Institution (RNLI) charity.



**rudder**

A flat, vertical piece of wood or metal at the rear of a ship that can be moved from side to side to steer it.

.....

**sail**

A sheet of fabric attached to the mast of a ship that can be used to catch the wind and make the ship move.

.....

**sea shanty**

A type of work song often used to help sailors to time and coordinate their actions.

.....

**shipwreck**

A ship that has been destroyed or has sunk due to an accident at sea.

.....

**smuggler**

Someone who illegally takes a person or thing to or from an area.

.....

**symbol**

A shape, sign or object that represents something else.