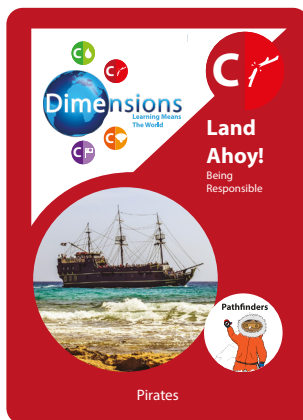


Pathfinders - Land Ahoy!



Overview

"Land Ahoy!" is a thematic unit, with a subject focus on science and geography. The science element is based around sound, speed and motion and we begin by exploring how things move, linking with a pirate's journey around the continents and oceans. Threaded through is the theme of behaving responsibly, with consideration for others.

What?

What makes a sailing boat move?

- When the wind is blowing to create a push force behind the sail, the boat will move forwards. The stronger the wind, the faster it moves.

What is a compass used for?

- A compass indicates direction and is useful for navigation.



Continents and Oceans

What are the names of the world's continents?

- There are seven continents in the world: Africa, Antarctica, America, Arctic, Asia, Australasia, Europe

What are the names of the world's oceans?

- There are five oceans in the world: Arctic, Atlantic, Indian, Pacific, Southern

What are the four compass points?

- North, East, South and West

Why?

Why do sounds get quieter?

- As sound waves travel farther from their source, the more spread out their energy becomes. This means the loudness of the sound is lost.
- All sounds get quieter as you move further away from the source (what is making the sound).

Who?

Who was the most famous pirate?

- Blackbeard (born in 1680 and died in 1718) was the most famous pirate. He had a fearsome reputation and was said to enter into every battle with lots of weapons including knives, pistols and two swords. He was in charge of four ships!

How?

How can we tell the difference between human and physical features?

- Physical features, such as trees, mountains and beaches, are natural and not made by people.
- Human features, such as shops and houses, are man-made.

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How to...

...read a map

- A map is nothing more than squiggles and symbols which represent different features. Roads are usually long lines, wooded areas are usually green, with small tree images, and rivers are usually blue wavy lines.



Concept Flow

- To compare how different things move
- To notice and describe how things are moving, using simple comparisons such as faster and slower
- To name and locate the world's continents and oceans
- To name and identify key physical features, such as: beach, coast, forest, hill, mountain, ocean, river, vegetation
- To know and use simple compass directions (North, South, East and West) and locational language (e.g. near and far) to describe the location of features and routes on a map
- To understand that there are many kinds of sound and sources of sound
- To know that sounds get fainter as the distance from the sound source increases

Vocabulary

Compare: to note or describe similarities or differences

Compass: an instrument with for showing direction

Continent: a major area of land made up of lots of countries

Country: a large area of land where people live under the same government or have the same culture

Direction: the way in which you travel or face

Faint: weak, quiet

Launch: to put in motion with force

Location: place or position

Loud: making a lot of noise, easily heard

Motion: movement

Navigation: the guidance of ships or aeroplanes from place to place

Ocean: a huge body of salt water

Pull : to take hold of something and use force to bring it nearer to yourself

Push: to use pressure against something to move it away from yourself

Quiet: making little sound or noise

Responsible: take care of things and make good decisions

Transporter: used to carry something from one place to another