Beaconhill Primary Beach Education Overview

A beach enthusiast at Beaconhill Primary School should :

- Have an appreciation and awareness of the natural environment.
- Have a good understanding of their natural environment.
- Respect their local environment.
- Understand how to stay safe when out and about in the local environment.
- Enjoy exploring and experimenting in their local environment.
- Work co-operatively and respectfully with each other.
- Be willing to have a go.
- Demonstrate perseverance through small group and individual tasks.
- Develop questioning skills, reasoning and descriptive vocabulary.
- Develop fine and gross motor skills, coordination and dexterity.

Beach School Overview

This curriculum map ensures that skills, knowledge and understanding are developed systematically across the beach curriculum.

	Autumn	Spring	Summer
Year 1	**Curriculum links:** English, Maths, Science, Geography, PE, RE/PSHE, Music	**Curriculum links:** English, Maths, Science, Geography, History, PE, DT, Art, RE/PSHE, Music, Languages	**Curriculum links:** English, Maths, Science, Geography, History, PE, Computing, DT, Art, RE/PSHE, Music
Year 2	**Curriculum links:** English, Maths, Science, Geography, History, PE, Computing, DT, Art, RE/PSHE, Languages	**Curriculum links:** English, Maths, Science, Geography, PE, Computing, DT, Art, RE/PSHE	**Curriculum links:** English, Maths, Science, Geography, PE, Computing, DT, Art, Languages
Year 3	**Curriculum links:** English, Maths, Science, Geography, PE, DT, Art, Music, RE/PSHE	**Curriculum links:** English, Maths, Science, History, PE, DT, Art, RE/PSHE, Languages	**Curriculum links:** English, Maths, Science, Geography, PE, Art
Year 4	**Curriculum links:** English, Maths, Science, Geography, History, PE, Computing, DT, Art, RE/PSHE, Language	**Curriculum links:** English, Maths, Science, Geography, PE, Computing, DT, Music	**Curriculum links:** English, Maths, Science, Geography, PE, Computing, DT, Art, RE/PSHE
Year 5	**Curriculum links:** Maths, PE, Computing, Art, RE/PSHE,	**Curriculum links:** English, Maths, Science, Geography, Computing, Art	**Curriculum links:** Maths, PE, Computing, DT, Art,
Year 6	**Curriculum links:** English, Science, Geography, PE, Languages	**Curriculum links:** Geography, History, Computing , Art,	**Curriculum links:** Science, PE, DT, RE/PSHE, Music

	Autumn term	Spring term	Summer term
Year 1	**English** • Recounts • Descriptions • Fiction and Non-fiction texts about beaches/coasts **Maths** • Counting using objects at the beach • Addition and subtraction **Science** • Data collection • Looking at sea creatures • Rock pooling • The seasons **Geography** • Continents and oceans • The weather **PE** • Multi-skills • Dune climbing **RE/PSHE** • Caring for the environment • Being healthy **Music** • Listening to sounds at the beach. Which instruments will make those sounds?	**English** • Recounts • Postcards • Sentences about objects found • Picture books relating to the beach **Maths** • Halving and quartering amounts of objects collected at the beach • Positioning and turning **Science** • Scavenger hunt, looking for flora and fauna • Materials • The seasons **Geography** • Continents and oceans • The weather **History** • Free time and hobbies – looking at seaside holidays/activities and how they have changed and stayed the same • Great explorers e.g Christopher Columbus **PE** • Multi-skills • Dune climbing • Throw and catch using a large beach ball **DT** • Building shelters – exploring materials **Art** • Making pictures in the sand using materials found at the beach • Designers – making a beach outfit **RE/PSHE** • Relationships, family and friends	**English** • Recounts • Picture books relating to the beach **Maths** • As Autumn and Spring but with larger numbers • Positioning and turning **Science** • Treasure hunt • Materials • The seasons **Geography** • Compare and contrast two different beaches • The weather **History** • Famous people – Grace Darling at Bamburgh **PE** • Football **Computing** • Directions and instructions linked to programming **DT** • Bridge and tower building **Art** • Observational drawing **RE/PSHE** • Caring for the environment • Choices • Living in the wider world **Music** • Recreating the sounds of the beach

	Music • Making music representing the sea **Languages** • Use French beach words		
Year 2	**English** • Instructions **Maths** • Data recording **Science** • Scavenger hunt • Rock pooling • Looking at living and non-living things in the environment **Geography** • Seasonality • Beach vocabulary • Aerial photographs • Maps **History** • Comparing two local beaches • Looking at historical differences **PE** • Multi-skills • Throwing and catching a beach ball/Frisbee • Beach volleyball **Computing** • Using IT to record **DT** • Building shelters **Art** • Andy Goldsworthy – natural materials • Scavenger hunt/making pictures **RE/PSHE** • Health and well-being – outdoor exercise • Safety at the beach **Languages** • French beach vocabulary	**English** • Recounts • Fairy tales in a beach setting **Maths** • Shape, space and measures relating to the coastline • Finding treasure using mathematical language • Making shapes **Science** • Scavenger hunt looking at flora and fauna • Look at different zones levels **Geography** • Seasonality • Our position in the UK • Compare and contrast beaches **PE** • Invasion games **Computing** • Beach fact files **DT** • Puppets – Punch and Judy show **Art** • Draw faces in the sand **RE/PSHE** • Caring for the environment • Fact file of new life	**English** • Lighthouse keeper stories • Visit lighthouse and explore **Maths** • Data handling linked to Science **Science** • Beach habitats • Building shelters • Rock pooling **Geography** • Compare and contrast two localities • Beach specific vocabulary **PE** • Athletics **DT** • Playgrounds **Art** • Georgia O'Keefe – Beach flowers • Scavenger hunts • Photos and drawings **Languages** • French beach vocabulary

Year 3	**English** • Non-fiction reports about sea life creatures **Maths** • Number lines with missing numbers • Addition and subtraction **Science** • Looking at skeletons of sea creatures **Geography** • Compare and contrast beaches around the UK • Compare three local beaches • Compass points/direction **PE** • Multi-skills **Computing** • Photographs of different beach locations • Researching sea life animals **Art** • Making landmarks in the sand **DT** • Shelter building **RE/PSHE** • Teamwork/problem solving **Music** • Listening to sounds, what can you hear?	**English** • Describing settings • Narrative in a beach setting **Maths** • Measuring length and perimeter • Fractions of amounts of shells/pebbles etc **Science** • Collecting and analysing rocks. • Looking at different rock types • Rock pooling **History** • Stone Age/Bronze Age/Iron Age – building hill forts in the sand • Visit Hauxley – Bronze Age site **PE** • Beach games **Computing** • Photographs to use in English work. **Art** • Cave drawings **DT** • Collecting shells/pebbles to make Stone Age jewellery **RE/PSHE** • Caring for the environment • Beach safety	**English** • Newspaper reports **Maths** • Time – tide times • Capacity **Science** • Plant life • Scavenger hunt looking at flora and fauna **Geography** • Comparing UK and worldwide beaches **PE** • Athletics • Rounders **Art** • Beach hut sketches
Year 4	**English** • Kensuke's Kingdom • Postcard from Holy Island **Maths** • Grid references, co-ordinates, compass points • Measurement and estimating • Real life problems – distance to the beach, cost of petrol etc. **Science**	**English** • Poems about the Highlands (Geography link) **Maths** • Time • Population of seaside towns **Science** • Looking at the natural environment • Looking at the different zones **Geography**	**English** • Drama – Wolves in the walls • Postcards • Writing from the beach **Maths** • Capacity • Measurement • Times tables games **Science** • Animals and habitats

	- Electricity - lighthouse - Sound investigations **Geography** - Locating all of the beaches of Northumberland **History** - Saxons and Vikings - Holy island/Lindisfarne **PE** - Multi-skills - Football **Computing** - PowerPoint to include photos taken at Holy Island **DT** - Viking sculptures in the sand **Art** - Natural art using beach materials **RE/PSHE** - Communities in Christianity – Holy Island **Languages** - French beach vocabulary - Contact with a beach school in France.	- Beaches in Scotland **PE** - Dance gymnastics routines **Computing** - Research population of seaside towns - Type up poems on seaside backgrounds **DT** - Making chairs **Music** - Sea shanties	- Classifying seaweed **Geography** - Design Geography based games to play at the beach **PE** - Athletics - OAA **Computing** - Data loggers - Designing posters about beach school **DT** - Making soup – take in a flask to the beach **Art** - Illustrating stories linked to topics **RE/PSHE** - Hinduism – sacred spaces **Music** - Seascape musical composition
Year 5	**Maths** - Distance **PE** - OAA **Computing** - Writing Morse code in the sand **Art** - Landscape photography - Perspective **RE/PSHE** - Building relationships/teamwork **Languages** - French beach vocabulary	**English** - Old Ma Shipwreck - Pirates **Maths** - Space – direction, turns, angles **Science** - Lifecycles - Plants including seaweed **Geography** - Topographical features **Computing** - Recording sounds/photographs for presentation **Art** - Photography – comparing seasons	**Maths** - Capacity - Converting measure **PE** - Beach olympics **Computing** - Spreadsheets – planning a picnic at the beach **DT** - Making deck chairs - textiles **Art** - Sand art using beach materials

		Pattern – mandala sea creatures	
		Music	
		• Sea shanties	
Year 6	**English** • Poetry • Descriptive writing **Science** • Living things and their habitats • Exploring habitats **Geography** • Land use in the UK **PE** • Multi-skills • OAA **Languages** • What we wear at the beach - French	**Geography** • Rivers and mountains **History** • Ancient Egypt – Sand pyramids **Computing** • Multimedia presentation about the beach **Art** • Poems in nature	**Science** • Electricity and light – lighthouse and watch house **PE** • Beach cricket • Beach football **DT** • Designing kites **RE/PSHE** • Safety at the beach **Music** • Hokusai – great wave

Skills Progression – Beach

	Play			Active learning			Thinking and creating			Tasting
	Explore	Play	Have a go	Concentrate	Try	Achieve a goal	Create	Technology	Can you?	How does it taste?
Reception	Find some shells	Throw a frisbee	Have a beach picnic	Watch the sea	Balance on a rock	Paddle in a puddle	Create a collage	Record the sound of the sea	Can you build a sandcastle?	Eat an ice cream
Year 1	Find a living thing	Throw and catch a ball	Toast marshmallows	Watch the tide come in or go out	Skim a stone	Paddle in the sea	Create a sand sculpture	Take photographs of the beach	Can you build a paddling pool?	Eat chips
Year 2	Find and touch a crab	Play quoits	Drink hot chocolate	Draw/measure tidal lines	Pick up litter	Run away from a wave	Create a stone sculpture	Record video footage at the beach	Can you build a shelter?	Eat fish and chips
Year 3	Find different types of seaweed	Play bat and ball	Make marshmallow smores	Investigate how sea defences work	Metal detecting	Jump a wave	Create a stone stack	Create a collage of photos from your visit using PicCollage	Can you build a sea defence?	Eat crab
Year 4	Find 5 things in a rock pool	Play cricket on the beach	Make toast	Observe tide times	Build a dam	Sit in the sea	Create a shell sculpture	Use a paint package to replicate a scene at the beach	Can you build a raft from driftwood?	Eat a cockle
Year 5	Find a fossil	Play rounders on the beach	Make cheese smores	Plan a visit using a tide timetable	Identify fossils	Run down a dune	Create some shadow art	Make a film using imovie	Can you drink the sea? (Distillation)	Eat seaweed
Year 6	Find something that was once living but is not living anymore	Play beach volleyball	Have a beach BBQ	Understand how tides work	Build a beach marble run	Walk the length of the beach	Create a beach rainbow	Create a Facebook post using Pages	Can you light a fire?	Eat a mussel