# Lesson 3 The sloop and galleon

# **AGES 9-11**

#### **Objectives**

• To learn about two types of ship used in pirate times.

• To assemble two model ships.

• To learn the names of some parts of a ship.

#### **Subject references** History

• Britain and the wider world in Tudor times. (NC: KS2 10)

## **Design and technology**

• Cut and shape a material, join and combine components accurately. (NC: KS2 2d)

#### English

• Identify the use and effect of specialist vocabularu. (NC: KS2 En2 5a) Art and design • Use visual elements

including colour and pattern. (NC: KS2 4a)

### **Resources and preparation**

Copy pages 13-15 onto card (see What to do for groupings). The children will need scissors, glue and coloured pencils. This lesson can be adapted as part of your Pirate Day.

## What to do

 Share existing knowledge of pirates. Be prepared for the children to suggest a wide range of subjects, including treasure, maps, fighting, parrots and 'talking in a funny way'. From this initial brainstorm, move on to focus on ships.

• Tell the children about the two major types of ship used in pirate times - the sloop, preferred by pirates, and the galleon, used by countries such as Spain to transport valuable goods such as gold and silver.

• Divide the class into two groups, one smaller than the other. Let the children in the smaller group make sloops, and the larger group make galleons. This will result in a more realistic display at the end of the

lesson when a small group of pirate sloops can be set up to attack a larger group (a convoy) of galleons.

- Let the children making sloops assemble their ships as in Lesson 1.
- Let those making galleons assemble their ships as in Lesson 2.

• While the children are making their ships, encourage them to use the correct terms for the parts they are cutting out and gluing together.

## Extension

When the ships have been made, let the children with the galleons set out their ships in a convoy, deciding how the ships should sail together. Tell them that they can turn one ship into a man-o'-war to protect the rest and let them decide where to place it in the convoy to protect the other ships. Let the children with the sloops decide how to place them around the convoy in order to spring a successful attack.



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