

English:

Looking at a variety of non-fiction texts learning about castles.

Outcome: Write information about specific parts of a castle for our display and to help the prince. Write about our trip to a real castle.

- Write instructions for the prince about how to rescue the princess.
We will read Rapunzel and learn our own version.

Music:

Listen to the style of medieval music and compare it to modern music.

use their voices expressively and creatively by singing songs and speaking chants and rhymes.

Science:

Materials

To distinguish between an object and the material from which it is made.

To identify and name a variety of everyday materials.
To describe the simple properties of everyday materials.

To compare and group together a variety of everyday materials.

Computing:

To use technology purposefully to create, manipulate and retrieve digital content.

We will access and use a 2Simple program to make a front cover for our instructions for the prince.

Stunning Start

We receive a video message from a princess telling us that she has been locked up in a castle by an evil dragon. She needs us to help her prince to rescue her.

PE:

Games / Multi-skills (Knight training)

Dance: Learning medieval dance for the banquet.

Turrets and Towers

Autumn 2018 — Year 1

Art:

- To develop a wide range of art and design techniques in using colour, pattern, texture.

Use clay to design and make your own castle turret.

Draw your own coat of arms, paint with water-colours and outline.

Marvellous Middle

A medieval banquet to celebrate rescuing the princess.

Maths:

We need to help the knights with their many number challenges!

Place value

Pictorial representation of value

One more than / one less than

Number bonds with addition

Number bonds with subtraction

Ordinal number

History:

Learn about events beyond living memory that are significant nationally.

Significant historical events, people and places in their own locality.

RE:

Investigate religious practices across the Globe.

- Christian values
Family units and Christmas Story

Geography:

Use simple compass directions to describe the location of features on a map.

To a devise a simple map of the castle and its local environment using basic symbols in a key.

DT: design playground.

Build a bridge to cross the moat.

build structures, exploring how they can be made stronger, stiffer and more stable.