

# Castles



## Key Vocabulary:

castle  
turret  
drawbridge  
tower  
moat  
attack and defend  
coat of arms  
knight  
sword  
lance  
armour  
dungeon  
Motte and Bailey  
Ariel map  
Time line  
Decade  
Living memory

## Visits, visitors or key events:

Harvest Festival



## Maths:

### Number and Place Value

- To count forwards and backwards to and from 100.
- To represent 2 digit numbers using visual representations.
- To recognise the place value of each digit in a two-digit number(tens, ones).
- To partition 2 digit numbers into 10s and 1s
- To Identify and place 2 digit numbers on a number line.
- Compare and order numbers to 100 – introduce < and >.

### Addition and Subtraction

- To know numbers bonds to 10 and 20.
- To add 3 numbers using number bond knowledge.
- To add and subtract 10 to and from a 2 digit number.

### Fractions

- To make equal parts.
- To recognise and find a half and a quarter of a shape or number.
- To recognise a third of a shape or number.

### Multiplication

- To count in 2s, 5s, 10s.
- To understand multiplication as equal groups
- To understand multiplication as repeated addition.
- To write multiplication facts using x and =.

### Geometry

- To describe position and movement – use left and right, forwards and backwards, up, down.

## Science:

### Uses of everyday materials

- To know the properties of materials.
- To know the suitability of materials for different uses.
- To investigate the suitability of materials.
- To investigate the suitability of materials
- To identify man-made and natural materials
- To understand which materials can be recycled.

## Home learning ideas:

- Make a model castle from a period of your choice labelling the key features and their uses.
- Design a castle using a variety of 2D shapes.

## Key questions for this area of learning:

- What are the key features of a castle?
- Why is Newark Castle important?
- How are castles used today?

## English:

### Fictional stories

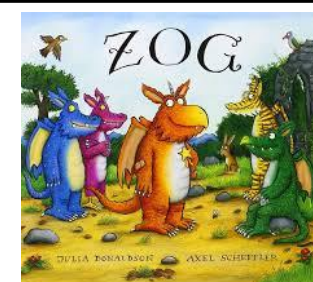
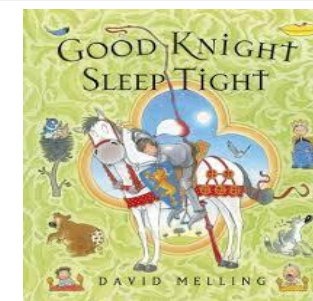
**Zog** – Create own versions by changing the main characters.  
**Good Knight, Sleep Tight** – Create own version of the story.  
**The Brave Knight** – write own version of the story.

### Poetry

**The Hairy Scary Castle** – create a poem with a new setting.

### Description writing

**The Brave Knight** – write a character description.



### Art and Design/Design Technology:

- Use a range of dots and lines to indicate different textures, e.g. dots, zig zags.
- Apply learning to a drawing of a Knight.
- Use Van Gough's work to inspire our own.
- Use different media to draw with.
- To blend/mix colours with pastels.
- To create a design for a specific purpose (Coat of Arms).
- To experiment with simple mono-printing techniques.
- Start to work on a collaged background with paint, pencils, pens or ink.

### Computing:

- To recognise the uses and features of information technology.
- To identify the uses of information technology in the school.
- To identify information technology beyond school.
- To explain how information technology helps us.
- To explain how to use information technology safely.
- To recognise that choices are made when using information technology.



### RSHE/ PSHE:

- To construct, and agree to follow, group and class rules and to understand how these rules help them.
- To know how to contribute to the life of the classroom and how to be motivated.
- To be aware that everyone has mental health.
- To know what can affect my mental health.
- To identify and talk about difficult feelings/emotions.
- To know how to manage how I feel.
- Know how to work with others in a positive way.
- PANTS work- Consent and private parts of the body.

### Geography/History:

- To place events on a chronological timeline.
- Know a decade is ten years.
- Know that beyond living memory is more than 100 years ago.
- Appreciate that events in history may last different amounts of time.
- Place events they have learnt about on a timeline.
- Understand that Historians use dates to describe events.
- Identify similarities and differences between ways of life at different times.
- Identify simple reasons for changes
- Know that changes may come about because of improvements in technology.
- Ask questions about and recognise why people did things and what happened as a result.
- To evaluate Motte and Bailey Castles.
- To understand how to attack and defend a castle.
- To understand the key roles of people within the castle.
- Understand that historians use evidence from sources to find out more about the past and make their own simple observations.
- To know the role of castles in the local area.
- Find out about how places have changed by looking at maps.

### PE:

#### Tag Rugby- Mrs Hough

To develop coordination, ball control, attacking, defending and passing skills.

#### Hockey- Miss Nairn

To dribble a ball with control, changing speed and direction.

To practising passing a ball with control.

### Religious Education:

- To know what it means to belong
- To know about how we belong to our school community
- To learn that some people belong to religious groups
- To explore ways that Christians belong
- To learn about the Golden Rule
- To play collaboratively and as part of a team/ belonging in action!

### French:

- To learn how to say 'salut' and 'bonjour'
- To learn how to say 'my name is...' in French.
- To learn how to ask somebody how they are feeling, in French.
- To learn how to reply to the question 'How are you?' in French.
- To learn how to say 'goodbye' in French.
- To learn how to say 'see you later' in French.