

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



Castles



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?
- Who lived in castles?
- How were castles attacked and defended?

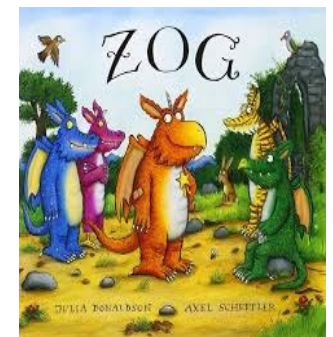
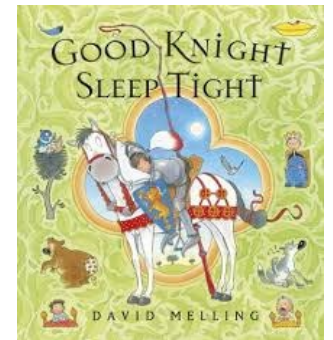
English:

Zog – Story

Good Knight, Sleep Tight – story

The Brave Knight – character description

The Hairy Scary Castle – poetry



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:

Computing systems and networks – IT around us

- 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:

My healthy self: How can we look after our bodies?

- To describe how being active makes me feel.
- To explain why sleep is important and how a bedtime routine can help.
- To recognise and explain that fruits and vegetables help keep our bodies healthy.
- To explain how healthy food and drink choices help the body and mind.
- To identify ways to keep my teeth clean and healthy
- To use what I know about looking after my body to create a healthy daily routine.

Geography/History:

- To use aerial photographs to recognise landmarks and identify features of a castle.
- 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.
- 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.

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.