

'Castles, Knights and Dragons'

Year One

Summer 1st half 2014

Literacy

- Fiction – fantasy stories/character descriptions
- Non Fiction – non-chronological reports/instructions
- Poems on a theme
- Role Play – Setting up and experiencing life in a Medieval Castle

Numeracy

- Recording addition and subtraction
- Understanding subtraction as finding the 'difference'
- Recalling number bonds to 10/20
- Investigating 2D shapes and reflective symmetry

ICT

- Using the internet for research purposes
- Using shapes to imitate the work of Paul Klee (flood/fill tool)

Science

- Plants – 'Castle Garden' growing herbs and vegetables
- Everyday Materials – Investigate 'Which bread would make the best plate?'
Investigate 'Which is the best material to use as a catapult missile?'



History/Geography

- William the Conqueror
- Castles over time
- Parts of castles and their function
- Castle life – banquets/jousting
- Castle defence and attack
- Geographical location of castles
- The local area 'an Englishman's home is his castle'

Music

- Medieval music/medieval instruments
- Control a steady beat
- Copy and create rhythm patterns
- Combine beat and rhythm

Art & Design/DT

- Design and make shields/banners
- Weaving 'tapestries' (Bayeux Tapestry)
- Paul Klee 'Castle and Sun'
- Moving pictures –jousting knight
- Investigating wall structure (catapult)

PE

- Country Dancing (May Day) /Medieval Dances
- Games

PSHE

- PATHs programme

Events and Visits

- Visit to Castle Rising Castle
- Medieval Theme Day (dressing up)

