Art

Paul Klee-Castle and Sun. Exploring shape and pattern.

Castle block printing.



Maths

YR: Exploring numbers 5-10. Comparing and ordering numbers, making pairs and learning number bonds to 10.

Y1: Explore time, place value and money. Practise skills in real life contexts and solve problems.

Y2: Explore time, graphs and money. Practise arithmetic and apply learning in everyday contexts.

Music

Explore and listen to a range of medieval musical instruments.

Experiment with, explore and combine sounds creating a musical score inspired by medieval music.

Computing- Scratch Junior

Understand that a computer follows precise commands and will respond to those commands consistently

Predict the behaviour of simple programs

Use logical reasoning to predict the behaviour of simple programs

Plan, test and debug simple programs.

Plan and combine a sequence of commands to achieve a specific goal

Religious Education-Islam

Exploring key Muslim beliefs-The 5 pillars of Islam. Focusing on Islamic prayer rituals and pilgrimage-The Hajj.

Exploring the Mosque.

The story of the Prophet and the Ants and the Camels.

Ramadan.

English

YR: The Proudest Blue-Create rules for friendship and being kind. Invitations to a castle banquet, Creating castle adventure stories, Non-fiction writing about castles.

KS1: Write a character description and a letter based on book The Proud Blue.

Complete a report and recount based on our class topic- Castles.

History

Castles-exploring changes over time.

Castle Jobs-How have jobs changed to present day?

Making medieval pottage soup.

Science- Materials

YR- Testing materials to build a castle, exploring freezing and melting an ‘Ice castle’,

Y1- Identify, name and group materials, distinguish between an object and the material of which it is made, describe the properties of materials. Investigate which materials float/sink. Testing materials to build a suit of armour.

Y2- Investigate a range of materials

Sort and classify different materials, use scientific vocabulary: squashing, bending, twisting and stretching.

Complete tests on different materials to find suitable materials to build a ‘castle’.

Contribute to class’ big book’ showing learning journey

Geography

Mapwork skills -Identifying countries, capital cities and seas of the UK. Plotting major UK castles on a map. Create a floorplan map showing key features/rooms of a castle

Investigation-Where would be the best place to build a castle? What natural geographical features would you need e.g. a river, a hill?

Design and Technology

Sewing, weaving and threading skills linked to castle tapestries.

Exploring joining, cutting and mechanisms to build a castle and a trebuchet.

Physical Education

Gymnastics- explore a range of movement travelling high and low on and off equipment