As authors we will...

- learn the story of 'The Knight Who Learned Not To Be Greedy'
- create our own stories focussing on settings, characters, problems and solutions
- use conjunctions and punctuation appropriately
- write a recount of a visit to Leeds Castle
- hot seat 'castle' characters
- create a non-fiction book about castles

As readers we will...

- answer questions and make some inferences
- retrieve information
- make predictions based on characters and story lines
- discuss definitions of words

As scientists we will...

- identify and compare everyday materials
- find out how some materials can change shape
- perform simple tests
- ask and answer questions
- gather and record data

As artists we will...

Eco

Exploring

materials are

recyclable.

which

- create a 3D model of a Motte and Bailey castle
- use different media to design and make a shield

Key Questions:

- What were castles like and how are they different from modern homes?
- Why did a castle need to be built up high?

Visitors:

Castle

drama

workshop

 Why did people stop using wood to build castles?

Castles



Ensure Year 1 objectives are embedded in all areas

As historians we will...

- look at what castles were like and how they differ from modern homes
- recognise why castles needed to be built up high
- understand why castles changed over time from wood to stone
- find out about who lived in castles and what home life was like long ago

As designers we will...

- learn about wheels and axles
- practise joining a wheel and axle
- design, make and evaluate a small vehicle

As musicians we will...

- listen and respond to medieval music
- control sound and rhythm using instruments

As part of PSHE and RE we will...

- learn about starting a new school year and getting along with each other
- recognise why objects are special to people in different religions
- sing songs for Harvest and Christmas

As mathematicians we will...

- compare and order numbers to 100, including ordinal numbers
- learn and use addition and subtraction number facts in calculations
- identify and classify 2D shapes
- measure length in cm and m
- count in 2s, 5s and 10s
- find totals of coins and ways to make amounts
- Solve word problems

As geographers we will...

- locate castles in London and Kent
- recognise geographical locations of castles
- follow a route using a castle floor plan

As computer users we will...

- research information using the internet
- use programming code to control a knight
- create a castle themed background

As athletes we will...

- Perform a 'marching' dance using control and coordination
- develop rolling, throwing, striking, kicking, catching and gathering skills, with control