

## Initial Hook / Wow:

Taunton museum visit



## Experience / Opportunity:

Tea party for the coronation



## Audience / Purpose / Product:

Make a castle themed game

## English:

### Theme:

We will be linking English with our topic on castles

### Writing Outcomes:

- Instructional game based around a castle theme
- Fiction based on the story of *Billy and The Dragon* by Nadia Shireen

### Key grammar focus:

**Read words with contractions: I'm, I'll etc.**

**Use plurals –s and –es Use the suffixes –ing and –ed**

**Use the prefix –un**

**Join sentences with 'and'**

**Separate words with spaces**

**Read and use capital letters, full stops, question marks and exclamation marks**

**Begin to edit by re-reading what we have written and checking it for sense**

**Name the letters of the alphabet and use letter names to aid spelling**

### Phonics:

Follow the RWI scheme

Read common exception words

### Vocabulary:

Castle	Motte and bailey
Moat	Waterproof
Defence	Dissolve
Stone	Rigid
Drawbridge	Imperative verbs
Knight	Scraffito
Battlements	Turrets

### Music:

- Following Charanga unit: *Your Imagination*
- listen to and appraise the various features of a range of musical styles.
- Explore the structure of musical pieces in terms of pulse, rhythm, volume and pitch

## Science

### Everyday materials:

- Describe the properties of materials
- Understand the use of everyday materials
- Conduct an experiment that explores how materials change
- Choose the best materials for a purpose
- Observe and describe seasonal change, including how day length varies

## Computing and Technology:

- To record examples of technology used outside school
- Navigate and read a spreadsheet
- To add clipart to a spreadsheet
- Use technology to count items

## Maths:

- Be able to add and subtract to twenty
- Be able to measure estimate and measure lengths in centimetres
- Double numbers 6 to 9
- Understand how doubling and halving are related
- Use knowledge of ten and a bit to solve problems
- Explore odd and even numbers to 20
- Count efficiently in groups of 2, 5 and 10
- Explain the value of a 1p coin
- Recognise and use 2p, 5p and 10p coins

# Castles

What can castles tell us?



School Value: Justice

## History:

- To develop an awareness of the past and why castles were important
- To identify similarities and differences between ways of life in different periods
- To find out about a significant historical event (King Charles III 's coronation)

## Art

- To practise oil pastel techniques
- To learn about the work of Paul Klee and emulate a Castle and Sun picture
- To work with clay to create a gargoyle model

## Religious Education:

Following the AMV Somerset scheme, we will learn about Jewish people and the Covenant

## RSHE:

SCARF unit— Being My Best

## Physical Education:

Real PE Physical abilities  
Team Games with MP