

Communication and language/Literacy

Instruction writing - Linked to How to Wash A Woolly Mammoth.

Writing stories, learning about setting the scene, writing descriptions of settings.

Produce information leaflets about castles.

Make an invitation to our banquet.

Write cards for Mother's Day and Easter.

Write lists of what we need on our trip.

Write a recount of our trip to the castle.

Retelling traditional stories through role play.

Listen to range of traditional tales, and non fiction texts on castles and early homes.

All children will engage in phonics or spelling activities and guided reading sessions

Expressive arts and design/Music

Singing familiar songs, learning new songs.

Play untuned instruments musically, individually and in a groups

Composing their own stone age music

Let's Move - Knights, Castle and dragons

Listen to medieval music and learn a simple dance to Greensleeves - for our banquet.

Understanding the World/Science

Sort objects according to the material they are made from, discuss properties of different materials.

Talk about materials used in stone age times and why they were used.

Describe properties of materials.

Think about the development of health and hygiene in medieval times compared to today.

Understand the importance of healthy living and hygiene.

Maths

Addition and Subtraction

Multiplication and Division

2D and 3D shape

Fractions

Statistics

Position and Direction

Expressive arts and design/Art and Design

Cave paintings and the use of natural materials to make paint.

Making stone-age jewellery and clay pots.

Weaving

Role play - stone age living, castles and traditional tales,

Make crowns, decorate with patterns.

Design and make shields for your family crest.

Sewing

Sketch castles.

Understanding the World/Design and Technology

Make large role play castle with working drawbridge.

Make small castles from recycled materials, make towers and learn to fan out one end to stick on.

Learn about hinges and other moving parts.

Sugar cube castles.

Understanding the World/ Computing

Yr 1 - Direct Beebot recording the instructions prior to programming and debug the instructions.

Yr 2 -Learn about code and debugging a program - move the knight on front of the castle - purple mash.

Understand what algorithms and how to create and debug simple programmes.

On;one safety - to understand how to use technology respectfully, how to keep personal information private and what you should do if you have concerns.

Understanding the World/Geography and History

Look at homes in the past.starting with stone age homes and ending with castles.

Look at different castles, what is different about them, what is the same?

Who lived in castles?

Learn about different parts of castles and identify them.

Hold a celebratory banquet at the end of the topic, play jousting games with hobby horses.

Physical development/P.E

Getting dressed/undressed

Sport skills with coaches,

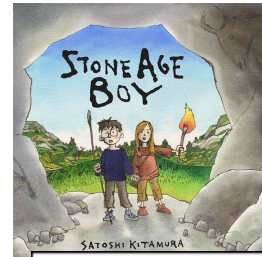
Weekly swimming sessions

Outdoor explorers - making paint, outdoor role play

Fine motor through dough disco, cutting, painting, sticking, weaving, salt dough and clay



Step back in time -
Squirrel Class
Spring Term 2019



R.E.

Celebrating

Epiphany

Story of Babushka

New Year's

resolutions

Welcoming people,

how did Jesus

welcome us to him?

How do we welcome

people into church?

Celebrating Chinese

New Year

Mother's Day

New life

Easter

Personal, social and emotional development/PSHE

Investigate our own strengths and areas for development

The importance of challenging ourselves in order to develop.

New Year's resolutions.

Knight's code of chivalry - our code of conduct.

Here is a brief overview of this term's topic. This details how our topic will be linked to the [National Curriculum](#) and the [Foundation Stage curriculum](#).