

Castle Capers

Year 1 Spring Term



English

- Traditional Tales / Fairy Tales (starting with trip to Pantomime)
- Language of Traditional Tales (*Once upon a time, in a far away land, long ago, happily ever after*)
- Traditional characters – goodies & baddies / heroes & heroines
- Recounts related to personal experience (Pantomime)
- Grammatical terms: *letter, capital, word, full stop, sentence, question mark, exclamation mark, singular, plural*
- 'Holding a sentence' incorporating sounds & tricky words learned
- Writing sentences independently to form short narratives
- Joining words & clauses using 'and'
- Phonics – split digraphs (a-e, e-e, i-e, o-e, u-e), trigraphs (ear, air)
- Spelling – common exception words, s/es for plural nouns, Days of the week
- Handwriting – start/finish in the correct place, joining 'special friends', clear ascenders and descenders

Maths

- Number and place value; count to and across 100, read and write numbers to 50+, counting in 2s, 5s and 10s; 1 more / 1 less than a given number, using a number line
- Addition and subtraction
- Multiplication – repeated addition and arrays
- Division – grouping
- Fractions
- 2D and 3D shapes, length, mass, time, position & direction

Science

- Children will match materials to their sources
- Explore materials and their properties
- Investigate materials through fair testing
- Ask questions about materials
- Compare natural and man-made materials

Visits and Visitors

- Sleeping Beauty pantomime
- Norwich Castle – Life in a Castle - Investigate what it was like to live in a medieval castle. Discover similarities and differences with living in our homes today by meeting costumed characters, handling historical objects and making a pennant to keep.

Enrichment and Experiences

- Battle and Banquet day

History

- Children will ask & answer questions about the past, linked to castles
- Identify features of a castle/comparing to modern buildings
- Compare old and new objects
- Identify features of medieval designs on shields
- Living history through a mock battle and banquet

Role play

- Castle—life in a castle, re-enacting fairy tale stories

Geography

- Ask simple geographical questions, e.g. What would it be like to live in this place?
- Use simple maps and aerial photographs

PSHE

- The Picnic - The importance of reducing and recycling our rubbish. The Countryside Code.
- Expedition to Planet Blueball - Creatures from a friendly planet are invited to help clean up Earth.

Computing

- Algorithms (instructions) through Turtle
- De-bug an algorithm
- Use directional language including left and right
- E-safety

R.E.

- Was it always easy for Jesus to show friendship?
- Palm Sunday

Music

- Learning a medieval dance

P.E.

- Gymnastics
- Real PE

Art

- Oil pastel and watercolour castle picture based on Paul Klee's *Castle and Sun*, 1928. Cross-curricular Maths link: 2d shapes
- Draw and paint a life-size shield, considering a design of personal significance

D.T.

- Design and make a battering ram
- Build a battering ram using wheels and axles
- Choose and use appropriate tools and materials to join, attach and create
- Explore how to make your structure stronger, stiffer and more stable