

Castles

History

Kings and Queens- compare aspects of life in different periods through the lives of significant people.

Explain how lives of significant people from the past have contributed to national achievements.

Gunpower Plot - Bonfire night

Elizabeth 1- first queen

Henry V111 - Link to CE

Victoria (Compare to current queen)

IT

Programming -using logo. Y1 basic instructions. Y2 use to draw a plan of a castle.

Kings and Queens

Entrust scheme 'Say that again'

Typing - Y1 Jived Y2 Baggy hat.

Using spell checkers.

Music

Kings and Queens

I'm Henry the Eighth I am

Don McLean Castles in the Air

Science

- Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock
- Describe the simple physical properties of a variety of everyday materials
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- Compare and group together a variety of everyday materials on the basis of their simple physical properties.
- Find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.
- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses

Materials - clothes of kings and queens

Art

Chain mail and brick wall printing- create print from blocks (Y1)

(Paul Klee Castle in the Sun)

D&T

Make a castle with a winding draw bridge

Technical knowledge

Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.

Evaluate

Explore and evaluate a range of existing products

Design

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.

Make

Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing].

Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.

Explore and use mechanisms (e.g. winding mechanism-draw bridge).

Build structures to make them stiffer and more stable (Y2).

Build structures to make them stronger (Y1)

Kings and Queens