

Maths

Y1- Use number facts for pairs that equal 10 to solve problems. Know doubles to 6+6 by heart. Count to and back from 100.

Times tables - 2, 10, 5.

Count in 1s from any number within 100. Say 1 more and 1 less than a number 1 – 10 and 10 more/10 less.

Know o'clock, half past times – say what one hour earlier or later would be.

Describe regular 2d and 3d shapes.

Measure length, weight, volume using non-standard and standard units.

Confidently use +, -, = signs.

Y2 - Times tables – use multiplication and division facts to solve problems

Solve a problem by sorting information into Carroll diagrams, Venn diagrams, bar charts.

Count on & back in 2s, 5s & 10s from any number.

Know place value of each digit in a 2 and 3 digit number.

Recognise right angles

Compare and measure length, weight, volume using standard units.

Know clock times to 5 minute intervals.

Fractions – know equivalent fractions $\frac{2}{4} = \frac{1}{2}$

Partition 2 digit numbers to aid addition

Finding the difference.

Art & DT

Medieval art - Portraits

Castle sketches (black and white)

Weaving/ tapestry

Make picture frames for portraits.

Castle models – junk modelling,

Make shields

Make catapults.

Make food and props for banquet

P.E

Learn a medieval dance.

Country dancing.

Gymnastics coach

Games – develop skills needed for team games.

R.E

- Who made the World?

- Find out about Buddhism.

English

Grammar

Y1 - Punctuation - capital letter & full stop. Spaces between words. Capital letters for names of people, places, days of the week. Use question and exclamation marks.

Plurals – es, s. Spelling of common exception words.

Y2 - Punctuation- Capital letters, full stops, question and exclamation marks and speech marks.

Learning how to use sentences with different forms: statement, question, exclamation, command.

Co-ordination: using conjunctions (and, or, but, because, however, so, although) to join simple sentences.

Using expanded noun phrases to describe and specify, e.g. adjectives to describe nouns.

Use adverbs.

Identify verbs, nouns, adjectives, adverbs.

Plurals - add es, s, ies.

Writing

Instruction writing – Instructions for making a shield.

Fairy Tales – Look at settings and typical events in a fairy tale.

Write own version of a traditional fairy tale.

Write own leaflet giving information about a castle.

Reading – Read legends; George and The Dragon, King Arthur – Sword in The Stone.

Poetry – Different types of poems; Kennings and acrostics.

Classic poetry – AA Milne

Science

Materials – identify suitable materials for building castles & making shields.

Forces – investigate pushes and pulls, moving loads. How can we lower or raise the drawbridge?

Making catapults. How far can we fire a marshmallow missile?

How far do you have to pull bow string back to make the arrow fly the furthest?

Plants in the environment

Name some common plants.

Plant bean seeds.

Know structure / parts of a plant.

Know conditions needed for healthy growth.

Music

Listen to some Medieval music.

Look at medieval instruments. Learn a dance.

Play music games.

Learn songs to perform.

Geography & History

Why and how were castles built?

Features of a castle.

Life in a castle and the roles of different people.

Who first built castles in England? How do we know?

What is the Bayeux tapestry? What we can learn from it?

Life of a significant person - William the Conqueror

Life of a significant person – Queen Elizabeth II.

Understand chronology and where events in history fit.

Create a time line leading up to Queen Elizabeth II.

Where are castles built? Why? Locate castles on a map of the UK.

Where does the Queen live? Learn about Windsor Castle.

Locate countries of the commonwealth governed by Queen Elizabeth II.

Queen Elizabeth II.

Go on Spring/Summer walk noting seasonal change.

Possible school visit (depending on Covid restrictions)

Once upon a time...



Computing

Use the internet to research castles.

Create a fairy tale E- book.

Use IPADS.