

Mike the Knight

PSHE: chivalry, rules to live by, what's important to us

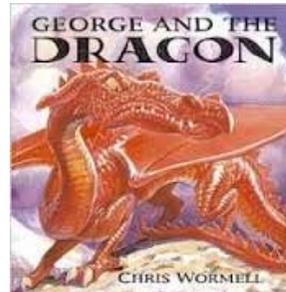
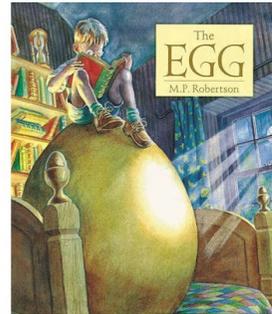
Maths: symmetry shields, shape castles, time

History: jobs/roles in medieval castles, what was life like living in a castle?

Computing: Word Art, drawing pictures

Art: printing

DT: cooking



The Battle of Hastings/The Bayeux Tapestry

History: significant event, when and why were castles first built? A significant person: William the Conqueror

Kings and Queens

British Values: the role of the monarchy

History: significant people from Britain's past: King Richard III, Queen Elizabeth I, Queen Victoria and Queen Elizabeth II

St George

British Values: patron saint of England

Fairy Tales

English: writing stories, creating characters, describing settings

Music: singing, musical notation, beats and rhythms

Science: materials and their properties

Computing: word processing and typing

DT: mechanisms and materials

George and the Dragon

English: writing stories, creating characters

PSHE

Safety and managing risk, drugs and medicines

PE

Dance
Gymnastics with Mrs Folley
Net and wall games

RE with Mrs Folley

Why are some people leaders?
Easter

Dungeons And Dragons

Maths

Shape, multiplication,
division, fractions, time and
problem solving.

Special Events

Visiting artist—MP Robertson
Medieval Banquet
Visit to a castle

History

- Ask questions about life in the past.
- Use pictures to find out about the past.
- Identify some of the different ways the past has been depicted.
- Describe historical events.
- Describe significant people from the past.
- Place events in order on a timeline.
- Use dates to say when things happened.
- Show an understanding of the concept of a nation and a nation's history.
- Show an understanding of concepts such as...monarchy.

Art—Printing

- Explore different methods as ideas develop.
- Use repeating or overlapping shapes.
- Press, roll, rub and stamp to make prints.
- Use objects to create prints.
- Use some of the ideas of artists studied to create pieces.

Science

- To perform simple tests.
- To identify and classify.
- Distinguish between an object and the material from which it is made.
- 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.
- Compare and group together a variety of everyday materials on the basis of their simple physical properties.
- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick/rock, and paper/cardboard for particular uses.

Design and Technology

- Cut materials safely using tools provided.
- Measure and mark out to the nearest centimetre.
- Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).
- Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen).
- Create products using levers, wheels and winding mechanisms.
- Make products refining the design as work progresses.

Computing

- Use a digital camera to take a photo.
- Improve a photo with a computer: crop, brightness, contrast and red eye.
- Edit a photo to enhance its appearance for effect: colour, artistic effects and frame.
- Use a painting program.
- Choose different painting tools to create effect.
- Discuss and improve my picture.