

Science

Working Scientifically.

All aspects.

Everyday Materials

To identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.

To find out how the shapes of solid objects made from some materials can be changed by squashing, bending, twisting and stretching.

English: Key texts

A range of information texts on Knights and Castles.

"Into the Castle" by June Crebbin

"Hector and the Big Bad Knight" by Alex Smith

"The Knight who wouldn't Fight" by Helen Docherty

"The Naughtiest Knight" by Valerie Thomas

"George and the Dragon" by Chris Wormell

History

Focus: Life in Medieval Times

To know about events and life in the past beyond living memory.

To know about significant events and places in their locality.

Art & Design

Focus: Clay modelling & Printing

To use a range of materials creatively to design and make products.

To use printing and sculpture to develop and share their ideas.

To develop a range of art and design techniques in using colour, pattern, texture, line shape, form and space.

To find out about the work of artists.

DT

Focus: Building structures / using mechanisms (levers, wheels, axles)

To design purposeful products.

To generate, develop and communicate their design ideas.

To select and use a range of tools, equipment and materials.

To build structures and how they can be made stronger.

To explore and use levers, sliders, wheels and axles.



Castles and Knights



Spring Term 2018

KS1

Key Learning

Geography

Focus: Human and Physical Geography / fieldwork skills

To use basic geographical vocabulary to refer to key physical and human features.

To use compass directions and locational and directional language.

To use aerial photos and plans to recognise key geographical features.

Computing

Focus: Algorithms

To understand what algorithms are, how they are implemented as programs on digital devices and the programs execute by following precise and unambiguous instructions.

To create and debug simple programs.

To use logical reasoning to predict the behaviour of simple programs.

Music

Focus: Playing musical instruments

To play tuned and untuned instruments musically.

To listen with concentration to live and recorded music.

To experiment with, create, select and combine sounds using the dimensions of music.