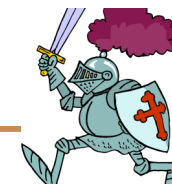




Year 1 and Year 2 Spring Term Topic 2020: Castles



Narrative

At the start of our topic, the children discover an old, fragile scroll which details events from the Battle of Hastings. Children learn about these events and the people in them. We then move on to learning about how the Normans revolutionised the way castles were built and what it was like to live in one. We research and explore materials in order to create our own castles.

After half term, we begin to explore the fantasy side of the topic and create our own stories about Knights and castles, based upon the Traditional Tale of Saint George and the Dragon.

Later on in the term, we will hopefully be taking a trip to explore Framlingham Castle.

RE and PSHE To know that people have different points of view. To explore what Christians believe God is like and how this may have changed throughout history.

English

To retell historical events through informative recount writing, using adverbs to sequence events clearly. To use conjunctions to make comparisons between the past and present.

After half term, to write imaginatively when creating a fantasy story. To describe settings and characters effectively.

Year 1 will continue Phase 5 phonics. Year 2 will be learning terminology for word types, how to use of apostrophes for possession and omission, practising the spellings of homophones and how to punctuate different types of sentences.

Art and DT

To create art using different media (The Bayeux Tapestry and historical shield design).

To develop an understanding of perspective in art.

To create a model of a draw-bridge with moving parts.

Maths

Year 1— Addition and Subtraction, Place Value (within 50), Multiplies of 2, 5, and 10 and measurement of length and height, weight and volume.

Year 2—Division, statistics and data handling, properties of shape, fractions and the measurement of length and height.

History

To recall, in detail, an event from beyond living memory. To recall and name historical events, people and places. To understand how life was different in the past. To explore 'a day in the life of' a Norman castle. To explore the features of a local historical site.

Music To use instruments tunefully as a dramatic tool when adding sound effects to our stories.

Science Explore different properties of materials and assess their effectiveness for different purposes.

Computing To use search engine safely to gather information. To use the iPads to create an animated film using Stop Motion animation.

Geography To name and locate relevant places in the UK using a map. To create a key for a map. To create our own simple maps, representing human and physical features.