



## Curriculum Information

Term: Summer 1      Class/Year Group: Wagtails and Squirrels

Inspiration/Theme: Castles	Curriculum Driver: History	Outcome of learning: Children have a deeper understanding of the past and can compare it to how they live now	
Core texts/artefact/film	Provocation -Inspire, Immerse	Display outcomes	Topic specific speaking frames
<p><u>Texts</u> The Knights story The Princess and the Pea George and the Dragon Ssshhh Knights in training How to train your dragon Sword in the stone.</p> <p><u>Artefacts</u> Props from Wiltshire learning resources linked to the painting 'Childhood games' by Pieter Bruegel – this includes a metal hoop and catching games from the past.</p>	<p><u>Hook/Super Starter</u> The children will find a box in the school grounds with a scroll inside. This will be the story we will learn together as a class.</p> <p><u>Trips/Visitors/Marvellous Middle</u> The children will celebrate St George's day and dress up as Kings and Queens.</p> <p><u>Celebration/Fabulous Finish</u> The children will have a design and technology afternoon which they will share with their families. They will make sections of a castle.</p>	<p>The children will publish their own innovated story based on the class castle story. They will publish their story onto scrolls to be displayed alongside the children's art work.</p>	<p><b>Comparison</b> These are the same because... They are different because...</p> <p><b>Prediction</b> I think ...because... I predict that...because...</p>
Topic Table	Role play	Maths Challenge table	Home School Links
<p><u>Key questions</u> What was life like a long time ago? What is the role of people who lived in a castle? Who lived in a castle? How has castle life changed? What is the same and what is different?</p> <p><u>Key images/artefacts</u> Clothing, historical artefacts (childhood and castle) model castle, books, small world castle and puppets.</p> <p><u>Key vocabulary</u> Castle, moat, curtain wall, portcullis, drawbridge, battlements, knights, king, queen, jousting.</p>	<p>The children will have either a knight's bedroom or stables as their role play. They will have access to writing opportunities and drama activities, with some opportunities to dress up in role.</p>	<p><u>Key questions</u> What is this number? How many 1p's do you need to make £1?</p> <p><u>Key images/artefacts</u> Money Money number line Hundreds, tens and units grid</p> <p><u>Key vocabulary</u> Money vocabulary Tens, hundreds, ones.</p>	<p><b>Weekly Home Learning:</b> Please support your child with their home learning. Home learning is set on Friday, to be returned by Wednesday. Practise reading and spelling your key words as often as you can. Sustain reading your book for at least 15 minutes every day. Don't forget to record your reading in your Reading Log and join in with our reading challenge.</p> <p><b>Topic related</b> You might like to visit Trowbridge museum and look at the exhibition on what life was like in Trowbridge in the past. You might like to design a family shield considering what is important to you as a family. You might like to visit a local castle such as Farleigh. You might like to visit English Heritage/National trust properties.</p>

English	Maths	Science	PE
<p><u>Outcome of learning:</u> Children will learn to retell a story set in the past. Children will innovate the class story and write their own story set in the past.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Say out loud what they want to write</li> <li>• Plan story ideas and include topic vocabulary</li> <li>• Use of adjectives, nouns and plurals</li> <li>• Re read own writing to ensure that it makes sense</li> <li>• Edit own stories</li> <li>• Publish own story to share with year five</li> </ul>	<p><u>Outcome of learning:</u> Children will continue with Maths No Problem. Children will explore key skills through mathematical reasoning.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Use Dienes and other manipulatives to determine the size of 2 digit numbers by looking at the tens and ones.</li> <li>• Count in 1s,2s,5s, and 10s.</li> <li>• To recognise coins and notes</li> </ul>	<p><u>Outcome of learning:</u> Children will name parts of their body (e.g. head, elbow) and can label parts of their body. Children will be visited by the Life Bus with a focus on keeping our body healthy.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Identify, name, draw and label the basic parts of the human body linked with each sense</li> <li>• Recognise food groups</li> <li>• How to keep our bodies healthy with exercise</li> </ul>	<p><u>Outcome of learning:</u> Children will learn the skills in order to play basketball. Children will learn the skills to participate in the athletics events on Sports Day.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Basketball</li> <li>• To aim and throw a ball accurately at a target.</li> <li>• To dribble a ball in order to move to a position</li> <li>• To control a ball</li> <li>• To evaluate own performance and set personal targets</li> </ul>
Art	RE	Music	History
<p><u>Outcome of learning:</u> Children will create a weave creating a pattern that may be on a castle.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Sort thread and fabric into different colours.</li> <li>• Weave to create a pattern</li> <li>• To create different textures and patterns using different media for weaving</li> </ul>	<p><u>Outcome of learning:</u> Children will listen to stories about the Muslim faith and Ramadan.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• To consider their own beliefs</li> <li>• To look at the similarities in religion</li> </ul>	<p><u>Outcome of learning:</u> Children will sing songs about Castles and Dragons, create actions and perform together confidently.</p> <p>Children will successfully accompany songs using the percussion instruments.</p> <p>Children will compose music about an 'Enchanted Castle'</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Children will become more confident singing together as a class, including actions and changes in volume and speed.</li> <li>• Children will a part successfully using the percussion instruments with control</li> <li>• Children will listen to music that creates atmosphere and understand and discuss how the music makes us feel.</li> <li>• Children will create a simple 'Sound picture' that represents an 'Enchanted Castle'</li> </ul>	<p><u>Outcome of learning:</u> Children will learn and relate to games from the past (e.g. mock wedding, fence riding, blind man's buff, leap frog, the Popes seat) Children will explore and compare differences of life in the past to the present, using artefacts from medieval period of time.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• To explain differences between past and present in their lifetimes from that of other children from a different time in history</li> <li>• To explain differences of the past from a different time in history</li> </ul>

Computing	PSHE	DT	Geography
<p><u>Outcome of learning:</u> Children will use beebots to plan an algorithm to follow a route around a castle map.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• To program a beebot</li> <li>• To debug any errors in direction or distance</li> <li>• To plan their own route</li> </ul>	<p><u>Outcome of learning:</u> Children will be involved in activities that support the understanding of how the body works and what happens when you exercise. Children will be visited by the Life Bus with a focus on keeping our body healthy.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Identifying parts and functions of the human body</li> <li>• recognising we all have a responsibility to keep our own body and mind healthy</li> <li>• Recognising the changes in your body when you exercise</li> <li>• Know where medicines should be stored and who should administer it</li> </ul>	<p><u>Outcome of learning:</u> Children will produce a working drawbridge and sections of a castle.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Use knowledge of existing products to come up with ideas</li> <li>• Develop and communicate ideas by talking and drawing</li> <li>• Say how they will make the product suitable for intended users</li> <li>• Use simple design criteria to help develop their ideas.</li> <li>• Measure mark, cut and shape, assemble join and combine materials</li> <li>• Make simple judgements about their products and ideas against criteria</li> </ul>	<p><u>Outcome of learning:</u> Children will visit Chepstow Castle to identify physical features of the area.</p> <p><u>Key Skills:</u></p> <ul style="list-style-type: none"> <li>• Locating Chepstow castle on a map</li> <li>• Identifying physical features using photographs of Chepstow Castle</li> <li>• Naming and identifying physical features such as mountains, rivers and hills</li> </ul>