



Coverage:	Key Language and	Knowledge and Fact Sheet:
<ul> <li>History <ul> <li>To explore castles and their features and purpose.</li> <li>To explore how people lived and worked in castles.</li> <li>To learn about events beyond living memory such as the Battle of Hastings.</li> <li>To learn about William the Conqueror and his significance in history.</li> <li>To understand some of the ways in which we find out about the past; for example, books, discussions, photos, historical visits.</li> <li>To learn about the history of Hartshill Castle in our local area.</li> </ul> Art <ul> <li>To use drawing and painting to share their ideas and experiences of the character Zog.</li> <li>To develop a wide range of art techniques in using colour, texture, pattern, line, form and space.</li> </ul> Design and Technology <ul> <li>To design a purposeful, functional and appealing shield for themselves and to take to battle.</li> <li>To select from and use a range of tools and equipment to perform practical tasks such as cutting, shaping, joining and finishing. <ul> <li>To test and evaluate their shield against their design criteria.</li> </ul> Computing <ul> <li>To use the Puppet Pals program to create a moving story using the characters of a knight, dragon and princess.</li> <li>To use technology to take a virtual tour of a castle.</li> </ul> Geography <ul> <li>To locate castles on a map of the U.K and identify castles in capital cities.</li> </ul> Science <ul> <li>To work practically to design, test and evaluate a bridge.</li> </ul> Key skills and knowledge: <ul> <li>I can describe aspects of life and work in a castle.</li> <li>I can describe aspects of life and work in a castle.</li> </ul> I can design, create and evaluate a shield for b Key and particely and name key parts of a castle a is castle and evaluate a shield for b Key and partices and evaluate and evaluate a shield for b Key and partices and evaluate and evaluate a shield for b Key and partices and evaluate and evaluate and evaluate and eval</li></ul></li></ul>	tle. nd settlement. attle.	<ol> <li>What is a settlement?</li> <li>What is the purpose of a moat?</li> <li>What happened on the 14<sup>th</sup> October 1066?</li> <li>What do you know about the Battle of Hastings?</li> <li>Who was William the Conqueror?</li> <li>Which battle did he win?</li> <li>Who was William's opponent?</li> <li>What job did a knight do?</li> <li>What did they wear and why?</li> </ol>
<ul> <li>I can discuss stories about knights, castles or de Enrichment:</li> <li>History: A Visit to a Castle (Kenilworth, Warwick or Ta A Visit to Hartshill Castle in the local area.</li> </ul>	<b>Pupil Leaders</b> mworth) Performance, q	<b>hip:</b> uiz or presentation on aspects of the topic from each er classes highlighting their knowledge and skills.



Knights, Castles and Dragons Year 1: Summer 1



Art/DT	-	English	Targets – A year One Artist and Design Technician	
l t j	To create a ayered, textured picture from the story of Zog using	<ul> <li>To explore rhyming language and continue a rhyming string.</li> <li>To retell the story of</li> </ul>	<ul> <li>I can create a layered picture using my imagination and ideas from the story of Zog.</li> <li>I can design, make and evaluate a shield for battle.</li> </ul>	
• - • - • -	different media. To design, make and evaluate a shield. To participate in a staged battle using cheir shields.	<ul> <li>Zog and to include a new problem for him to overcome.</li> <li>To write an information poster about a castle that we visit.</li> <li>To write a job application to work in</li> </ul>	<ul> <li>Targets – A year One Historian <ul> <li>I can identify parts of a castle, their features and purpose.</li> <li>I understand some of the different roles within the castle.</li> <li>I can tell you some facts about the Battle of Hastings.</li> <li>I can tell you some facts about William the Conqueror.</li> <li>I can tell you some facts about our local castle, Hartshill Castle.</li> </ul> </li> <li>Targets- A year One Scientist</li> </ul>	
	Songs from Music Express	<ul> <li>a chosen role in the castle.</li> <li>To create a profile of a knight.</li> </ul>	<ul> <li>I can perform simple tests.</li> <li>I can gather and record data to help in answering questions about the strength of my bridge.</li> </ul>	
j t t	To explore feelings linked to the Zog story and link to themselves.		<ul> <li>Targets – A year One Computer User</li> <li>I can use Puppet Pals to create a moving story about knights, castles and dragons.</li> <li>I can use technology to take a virtual tour of a castle.</li> </ul>	
•	PATHS cards		Targets – A Year One Musician	
י נ ו	<b>ing</b> Create a moving story using Puppet Pals. Take a virtual cour of a castle.	Maths • To work on geometry and describe Zog's position using mathematical vocabulary such as next to, below, under and above.	<ul> <li>I can use my voice expressively to sing songs.</li> <li>I can listen to recorded music and describe how it makes me feel.</li> <li>Targets – A Year One Geographer         <ul> <li>I can name some castles in the United Kingdom.</li> </ul> </li> </ul>	
Geograp		<ul> <li>History         <ul> <li>To identify key parts of a castle.</li> <li>To identify key parts of a knight's medieval costume.</li> <li>To understand key roles within a castle and aspects of castle</li> </ul> </li> </ul>	<b>Enrichment:</b> A Visit to a Castle (Warwick, Kenilworth or Tamworth) A Visit to Hartshill Castle.	
1	To locate castles on a map of the U.K.	life. • To stage a battle based on the Battle of Hastings.		