

Intent: What do we want our the children to learn? How do we intend to achieve this?
Skills and Knowledge coverage during the Topic

End Point:
Design and build a castle.
Children to then present
and discuss its features.

Skills Focus

Curiosity

Knowledge & Understanding of The World: **History/Geography**

To learn about significant historical events, people and places in their own locality.

Human and physical geography: use basic geographical vocabulary to refer to key physical features and key human features.

Geographical skills and fieldwork: use aerial photographs and plan perspectives to recognise landmarks and basic human and physical features; devise a simple map; and use and construct basic symbols in a key

Science

Everyday Materials

To distinguish between an object and the material from which it is made

To identify and name a variety of everyday materials
To describe the simple physical properties of a variety of everyday materials

To compare and group together a variety of everyday materials on the basis of their simple physical properties.

Physical Development:

Master basic movements including running, jumping, throwing and catching, as well as developing balance, agility and co-ordination, and begin to apply these in a range of activities

Participate in team games, developing simple tactics for attacking and defending

Perform dances using simple movement patterns

PSED:

Living in the wider world

To learn:

How they can contribute to the life of the classroom and school

To help construct, and agree to follow, group, class and school rules and to understand how these rules help them

That people and other living things have rights and that everyone has responsibilities to protect those rights (including protecting others' bodies and feelings;

being able to take turns, share and understand the need to return things that have been borrowed)

That they belong to different groups and communities such as family and school

Why are there castles in Northumberland?

Creative Development:

Developing Ideas

Use a range of materials creatively to design and make products (castle models)

Sculpture

Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Drawing

Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

Tech, Media, Materials:

Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Digital Literacy

Recognise common uses of information technology beyond school

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Year 1 - Larch

Curiosity

Aspirations

Life Skills

Independence

Self Belief

Self
Awareness

Key Vocabulary

Castles
Northumberland
Features
Hill
Coast
Attack
Defence
Knights
Moat
Tower
Keep
Weapons
Flag
Drawbridge
Battle

Text Links:

Sir Scallywag and the Golden Underpants
Sir Charlie Stinky Socks
Hector and the Big Bad Knight
Non-fiction texts about castles
Information about Percy family
Poems about castles/knights/dragons/autumn

LOTC (including Forest School, Visits and Visitors)

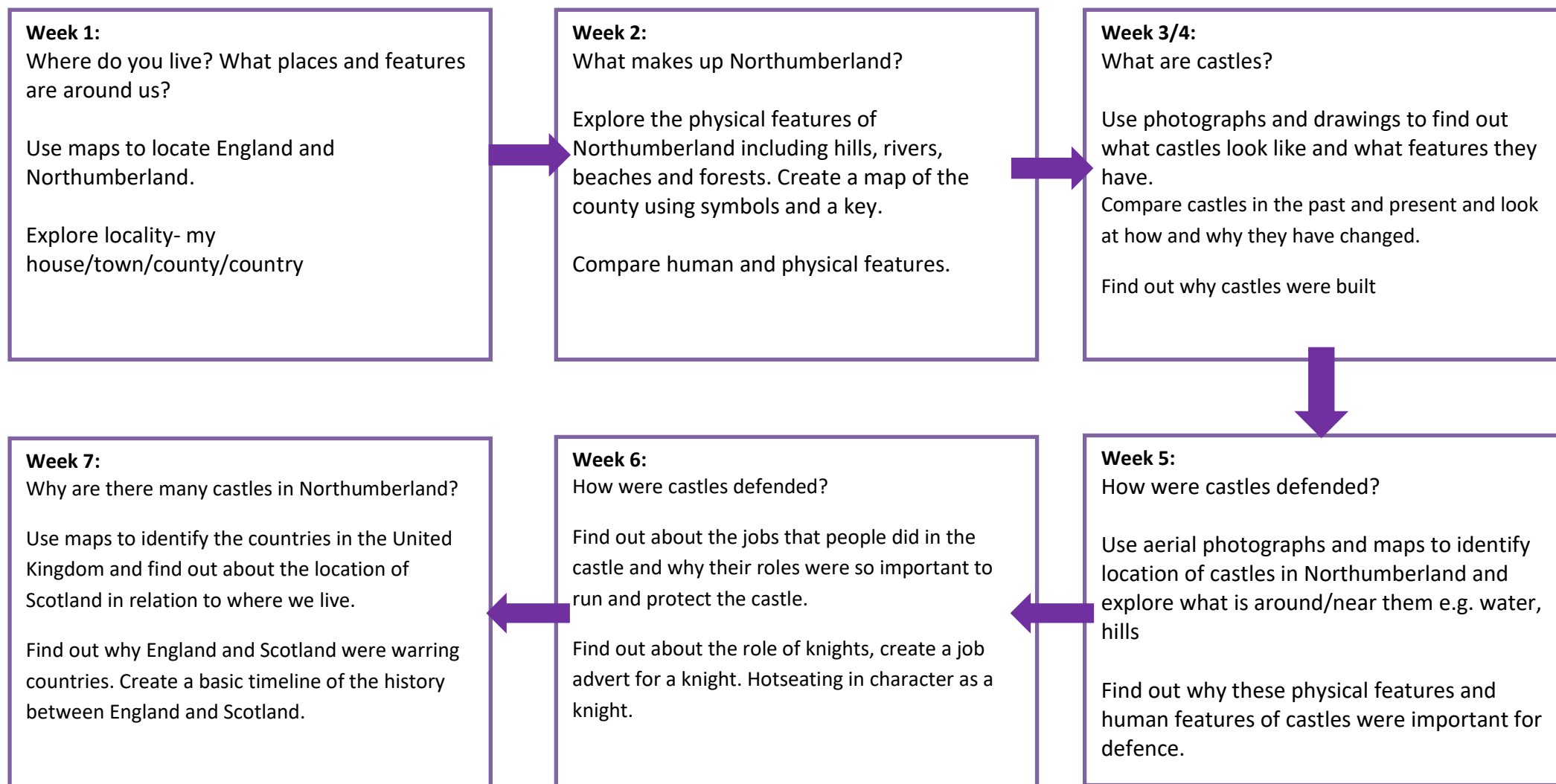
Forest School – learning the rules and routines
Visit to a Northumbrian castle
Re-enactment of castle attack and defence
Building castles using outdoor materials
Team building challenges e.g. how to cross the moat

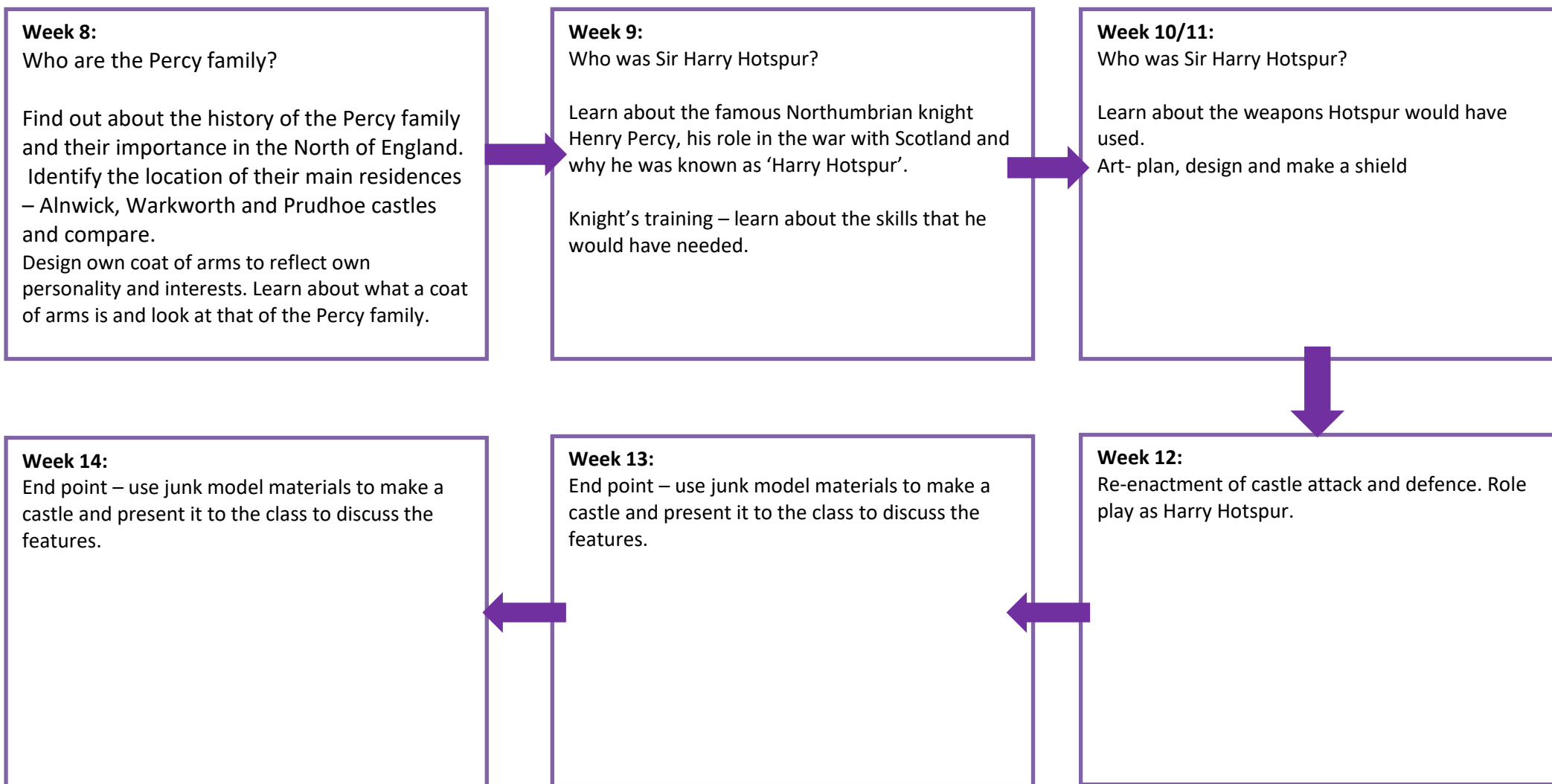
Cross Curricular Maths and English Links:

Write a diary entry as a knight (Henry Hotspur)
Create an information text about Northumberland/castles
Instructions to make weapons
Role play – castle life, battle

Identify 2D and 3D shapes in castles
Positional language and directions

Implementation: How and when it will be taught





Impact:

