

## Literacy

- \* Traditional stories with an emphasis on story telling,
- \* Poetry. Looking at poems about dragons.
- \* Grammar, punctuation and sentence connectives.
- \* Read with awareness of punctuation and expression.
- \* Spelling patterns and strategies.
- \* Non-fiction books, including indexes and glossaries and dictionaries.
- \* Explanations.
- \* Non-chronological reports.



# Dungeons and Dragons



## Creative Development

### \* Art

As **Artists** we will be drawing and painting our own coats of arms, using the ideas we find from our research to help us. We will look at the Bayeux Tapestry and create our own wall hanging.

Paul Klee 'Castle and Sun'.

Look at a variety of artist's paintings of dragons.

### \* Music

Medieval music. Songs about dragons. Creating their own music to accompany stories and songs using percussion instruments. Keeping a steady beat, copying and creating rhythms.

### \* Design Technology

As **Designers** we will be exploring mechanisms. We will look at how drawbridges and a portcullis work and then we will design and make our own.

We will even make a 'How to Capture A Dragon' Kit.

We will use paper and card to make moving pictures.

## Foundation Stage and Key Stage One Spring term 2012

## Religious Education

- \* Use coats of arms and heraldry as a starting point for deciding what makes each one of us special. We will think of ways to represent this in images to create our own coat of arms.
- \* Also look at the importance of family.
- \* Easter.



## Physical Education

- \* Dance
- \* Swimming
- \* Gymnastics
- \* Hold a Knights' Challenge. We will decide as a class on a number of challenges that we must complete. These challenges will all involve physical activity but we will decide what the activities will be. We will also decide upon the rules and scoring system. It will be our job to work in groups to complete the challenges. We will decide as a class on a suitable prize for the winning team.

## Science (Mrs Simpson)

- \* Light and dark
- \* Day and night
- \* Space
- \* Sound



## PSHE & Citizenship

- \* Explore the rules of castle life. We will find out who made the rules and what happened if they were broken. We will then explore how our community makes rules and how rules and laws are made now.

## Numeracy

**R** Counting, ordering and comparing numbers. Practice and develop oral and mental skills. Estimating. Problem solving. Beginning to solve practical problems using addition and subtraction. Weight and length. Pattern and shape. Begin to count in twos and tens.

**Y1/2** Addition/subtraction facts. Tens and Units. Problem solving. Oral/mental calculations. 2/3D shape and symmetry. Collect and record data. Read a scale. Multiplication/division.

## French

- \* Basic French vocabulary and some short conversation phrases.



## Geography

- \* We will be looking at castles all over our country and finding the ones nearest to us. We will be describing where they are and looking at what the places are like. We will be using maps, Google Earth and photographs to help us describe the places we are studying.
- \* We will look at where the Normans invaded.

## ICT

- \* Use 'Word' to develop keyboard skills.
- \* Save, print, retrieve, and amend work.
- \* Use a drawing package to design
- \* Research knights castles and dragons on the internet.
- \* Use 'Paint' a drawing programme.

## History

- \* We will be finding out about the way of life of people in the past. We will research castle life, looking at coats of arms, knights, fighting, food and the design of castles and the Norman invasion. We will also find out about St George and the dragon, and entertainment such as falconry, jousting and court jesters. We will find out about the difference between real history and made up stories such as those about dragons.