

Inspiration Day

Visiting a local Castle – Bolsover

Virtual tour of a well-known castle – Warwick or Windsor.

Children to learn names of castles local to the East Midlands

English, Communication and Languages

- Retelling the story of the Gingerbread Man using actions.
- Innovating Gingerbread Man story and writing own version of the fairy tale.
- Writing instructions for how to make Gingerbread people or a Gingerbread puppet.

Shared Reading:

- King Arthur – Marica Williams / Usborne
- Revolting Rhymes – Goldilocks and the Three Bears – Roald Dahl
- How to be a knight in 10 Easy Stages – Scoular Anderson

Physical Development, Health and Well-Being

- Children to create and then practice a medieval dance. They will create each section of the dance, and then they will sequence it all together for a performance to parents at the end of the topic.
- Children to discuss and explain the morals hidden in a range of familiar fairy tales.

Historical Understanding

- Learn the names and recognise the differences between a range of castles in the UK.
- Explain the different roles and jobs people could have inside a castle.
- Learn how a castle would be used to defend itself from an attack from various enemies.
- Learn about heraldry and the knights code, including the importance of their shields to identify them and their personal strengths.
- To listen to medieval music and discuss personal opinion.

‘Once upon a Time...’

Mathematical Understanding

- Adding and subtracting with numbers up to 100
- Measuring ingredients to make Gingerbread People.
- Developing understanding of pounds and pence.
- Multiplying numbers within the 2, 5 and 10 times table.

Understanding the Arts

- Children to design and explain the features of their medieval shield. To understand the importance of colour, animal, shapes and patterns.
- Introduction to the artist; Paul Klee.
- Children to create their own Castle and Sun inspired piece of art, based on Paul Klee’s examples.

Scientific & Technological Understanding

- To identify and name the range of materials using within a castle or within a familiar fairy tale.
- To name and describe the properties of a range of materials and suggest what they are best used for and why.
- STEM session – designing and building a bridge for the Three Billy Goats Gruff.
- Best Material Investigation – Children to plan, predict and then investigate which material is the most fit for purpose. To then complete an evaluation to explain their findings.

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- To follow instructions and healthy and safety guidance to make Gingerbread people.

Computing

- Fairy tale Coding – Children to follow a set of challenges where they have to input instructions to complete the algorithm.

Celebration Event

- Children to be invited into school dressed as a knight, princess or favourite fairy tale character. To participate in a range of castle games and activities.
- To end with a Medieval Banquet, with parents being invited in to watch the castle dance that the children have been creating.