

Inspiration Day and Outcome Event

(Inspiration Days throughout the topic)

- Gingerbread making
- Archery session – with Sports Coach.
- Parents in for afternoon reading – in PJ's. Hot chocolate and a story.
- Castle Dance - performance to parents.

Scientific and Technological Understanding

- STEM – Bridge Building – Three Billy Goats Gruff
- Properties of Materials and explaining why some materials are fit for a particular purpose.
- Testing out different materials for shoes – The Elves and the Shoemaker.
- Man-made and natural materials. Understanding the difference between these materials and their uses.

Physical Development, Health and Well-Being

- Ballroom Dance Steps / Circle Dancing (Castle Dance). Choreograph dance steps and routines in their own groups.
- Consequences. Using morals from traditional stories to decide if the characters behaved in the right way, and looking at the good behaviours we would want to display ourselves.

English, Communication and Languages

- Fairy tale character and setting description.
- Jack and the Beanstalk story retell. (Talk for writing) Innovating part of the original story to create a brand new tale. (Choral retelling)
- Gingerbread Man story sequencing. Following a set of instructions for making Gingerbread people. Writing a set of instructions to make Gingerbread people.
- Letter writing to Mr and Mrs Shoemaker regarding the results of the materials experiment.

Historical, Geographical and Social Understanding

- Recognising and naming the different types of castles.
- Labelling the different parts of a castle and explaining the purpose of this section. E.g. arrow slits.
- Discovering what life was like in a castle and the different job roles that you could have.
- Designing and understanding the purpose of a coat of arms. Understanding why Heraldry was important and the meaning behind the colours, animals and design.

Understanding the Arts

- Paul Klee – Castle and Sun. To recall facts about the artist and recreate his artwork using oil pastels.

‘Once upon a time...’