

## Ash

### Spring Term

#### Topic: King of the Castle

##### History

Throughout this unit, children will consider the importance of castles throughout history. They will understand the significance of castles and that they were used to protect what was inside which tended to be members of the royal family, along with the soldiers who were there to protect them. They will understand that William the Conqueror was the first king to sanction the building of castles in England.

##### Geography

The children will learn;  
To name, locate and identify the four countries and capital cities of the United Kingdom.  
To name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its surrounding seas.  
To use world maps, atlases and globes to identify the United Kingdom and its countries.

##### Art- Printmaking

Printmaking is a process in art. A design, usually a picture or words, is made on a surface and then copied or printed onto another surface.  
Printmaking means that you can make many copies of the same picture or writing.  
The children will explore different ways of printing then they will learn how to use foam boards, printing ink and rollers to create their own design.

##### Design Technology

We will follow the process of; design, make and evaluate to make a Medieval moving picture using lever and slider mechanisms.

##### Aspirations

We will explore the range of job opportunities within historical heritage sites. We will explore why people choose to work in castles and museums.

##### Community

We will explore links within our community that support our school. We will look at how people in our community support us and how we can build on these relationships for example through inviting visitors into school and/or going to visit places in our community.

##### Culture

We will learn about the cultural changes within British monarchy and the similarities and differences in their homes over time.

##### Health

We will understand the importance of daily exercise. We will learn about medieval sport and dance and compare this to modern day activities.

### English

We will read a selection of fiction and non-fiction texts and learn to;

- Write sentences, leaving spaces between words;
- use capital letters for the name of people, places, days of the week, and the personal pronoun 'I'
- use capital letters, full stops and question marks correctly.

In Phonics, we will revisit and consolidate all learning from Phase 3 and 4 and continue to learn Phase 5 sounds and tricky words.

We will explore 'man on the moon' as our class story.

During our reading phase we will explore our inference skills and try to understand the pirate's thoughts and feelings throughout. We will sequence events in order and ask questions about characters and settings. We will enhance our descriptive skills by writing character and setting descriptions.

During our innovating phase, we will invent our own characters and settings to write a story with a familiar setting. We will use 'when' to provide

### As mathematicians we will

We will continue to count in 2s, 5s and 10's. This will help us during our multiplication and division unit.

We will be exploring equal groups and multiplying and dividing within 2s, 5s and 10s. We will use a range of concrete materials to help us alongside representations including the part whole model and bar model. During this unit, we will be solving a variety of word problems and identifying the importance of equal groups.

We will be learning about length and height during our mastering maths lesson. We will learn how to measure the length and height using centimetres and millimetres.

### Science - materials

We will learn;

- To distinguish between an object and the material from which it is made.
- To identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.
- 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.

### Music

#### Exploring sounds

Music is made up of high and low sounds, long and short sounds, and loud and quiet sounds. We will explore these sounds and create our own very simple melodies.

#### Learning to listen

Listening is very important. You can listen with your eyes and ears and you can also feel sound in your body. What can you hear in this unit?

subordination for time including before, after, while and as.

Eventually, we will invent our own story as a familiar setting.

### **Computing**

During our computing lessons, we will explore the use of spreadsheets and how they can be used to record information. We will ensure it is displayed clearly, complete calculations automatically, interpret block diagrams and understand how they can change the way data is used.

We will also explore a unit called 'questioning' where we will ask appropriate questions, gather data using a tally chart, explore yes and no questions

### **PSHE - Safety and the changing body.**

Children will be able to:

- Know that they should speak to an adult if they are ever worried or feel uncomfortable.
- Know the number for the emergency services and their own address.
- Understand that some types of physical contact are never acceptable.
- Understand and name jobs that people do to help keep us safe.

### **R.E**

We will be exploring these key questions;

'How might beliefs about creation affect the way people treat the world?' in a unit about Islam.

And

'Why might some people put their trust in God?' in a unit about Judaism.

### **P.E**

#### **Net and wall games - skills:**

Send a ball with some degree of accuracy. Receive a ball by moving swiftly into the right position. Strike a ball using an open palm and move into position to receive it back.

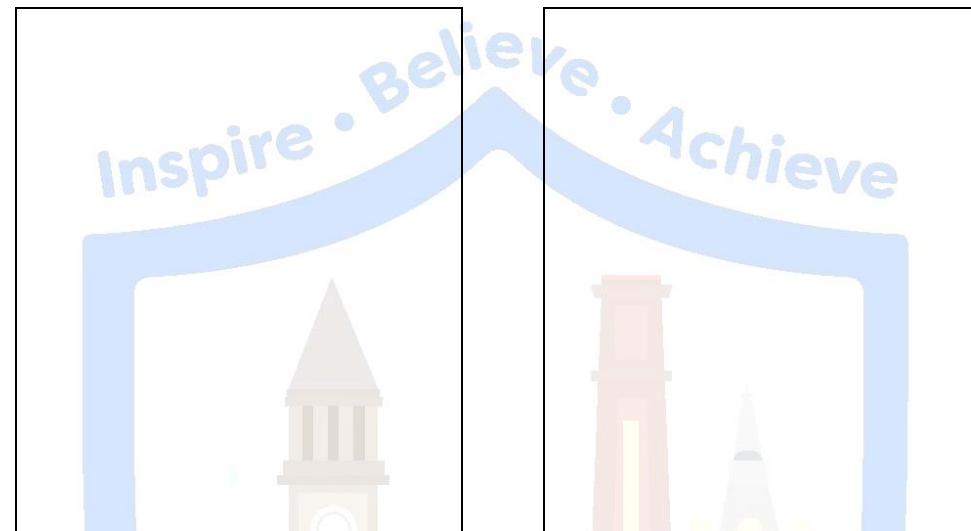
#### **Locomotion - skills:**

Jump for distance and height. Travel by skipping and galloping. Dodge when playing a game.

#### **Invasion games - skills:**

Roll and throw a ball underarm with some accuracy. Use simple tactics in a game.

using data and understand how branching databases work.



**Highfield**  
Community Primary School