

# Castles

## Year R EYFS

### Spring

## Project Overview

This term always begins with a Panto, which we use as the basis for a discussion and a drawing/ painting of our favourite character. We learn about the parts of a castle and all of the ways that the inhabitants were able to defend themselves from an attack. We discuss how life in a castle was different to how we live now. We look at coats of arms and think about which images would show the things that are special about us. The children find out which House Group they are in and we celebrate this with a jousting competition in our House Groups wearing their coats of arms. In maths the children make castle shape pictures with 2D paper shapes but also use construction to build castles with 3D shapes. After reading Cinderella the children make their own carriage and send them to the castle. We compare the distances that carriages travel. We also compare and measure shoe sizes to help problem solve to find Cinderella's missing shoe.

### Communication & Language Listening, Attention & Understanding Speaking

- Listen carefully and be a good audience when watching the Pantomime
- Listening to stories around castles/ kings /princesses etc. e.g. Traditional stories—Sleeping Beauty, The princess and the Pea, Rapunzel, Cinderella and fiction—Princess Smartypants, The paperbag princess, There's no such thing as dragons, Shhhh, and non fiction books about castles and knights. Learn about the difference between fact and fiction and past and present
- Watch film and read non fiction to learn about jousting
- Learn a poem about a dragon to recite
- Discuss why castles are ruins and what caused erosion
- Enhanced Provision: Castle small world. Puppet theatre—retelling stories with friends. Dressing up—acting out stories with friends.

### Understanding the World Past & Present People, Culture & Communities The Natural World

- Visit Bishops Waltham Palace Ruins
- Watch videos and read non fiction to learn about jousting today and in the past.
- Read non fiction books about life in castles and discuss the differences between the past and present—e.g. there was no electricity, travelling by horseback.
- Learn about the parts of a castle and what they were used for.
- Learn about Coat of Arms and why these were used. Discuss what the symbols on Coats of Arms may be.
- Label the parts of their shape castle e.g. turret, battlement, drawbridge.
- Create their own coat of arms—thinking about what makes them unique and what is special to them.
- Discuss why castles are ruins now? What causes erosion to stone?
- Find out a little bit about Henry VIII, Queen Elizabeth I and Queen Elizabeth II and Charles 111
- Longitudinal study: Seeing how the 3 areas in our school have changed with the seasons.
- Read a simple map to find an object in the school grounds and make their own map by drawing things in order of what they see on a walk
- Discuss the seasonal changes to a tree when making a calendar

## RE

Join in with Class worship

## Computing

Explore the shape games on All Day to Play and Busy Things.

Learn how to use cameras

### Personal Social Emotional Development Self-regulation Managing self Building Relationships

- Introduce the first two tricks from Trickbox. Mirror Mirror and Stand Tall.
- Create their own coat of arms by thinking about what they are good at, what makes them unique or what is special to them. Talk together in a group about similarities and differences
- Learn which school 'House' they will be in and work as part of a team in the jousting competition. Begin to get house points for rewards.
- Change for PE with increasing independence and wear house colour bibs for the jousting competition.
- Work in pairs to build a castle in Junk modelling, co-operating and listening to and sharing ideas. Talk about their models and say what they liked and what worked well.
- Enhanced provision: Opportunities for collaborative play - Puppet theatre, dressing up, small world castle, building castles etc.

### Maths Number & Numerical patterns

- The Maths lessons will have a Shape focus. The children will learn the names of 2D and 3D shapes and describe their properties.. Make castle pictures using different sized 2D shapes & work in pairs to build a castle using junk modelling, naming the 2D and 3D shapes they can see.
- Meet numbers 6-9 and learn about how these numbers can be split apart (composition of numbers 6-10) e.g. 6 is 5 and 1, 3 and 3, 4 and 2 .... Explore the concept of 0 and meet number 10.
- Recognise numbers 0-10, count out objects accurately and link to cardinal number value
- We will learn about distance and the children make a carriage and find out whose carriage travels the furthest to take Cinderella to the castle.
- Solve the problem of which pair of shoes fits Cinderella by measuring shoes with multi-link, comparing shoe sizes. Count how far it takes to travel distances using giant footsteps compared to tiny fairy steps.
- Enhanced provision: Tap tap board shape pictures. Light box 2D and 3D shape castles. 3D construction materials to make castles. Counting chain links and making the right length of chain links to match numeral.

### Literacy Comprehension Word Reading & Writing

- Visit the library and scan out books to take home.
- Guided Reading continues. Please encourage 'finger tracking', sounding out and blending and look out for red words.
- Phonics lessons on phonemes continue - See phonics cards in reading diaries for more information. The children will have been assessed in December and will now be in their new phonics groups, learning new sounds or recapping set 1 sounds.
- Discuss the non-fiction books and stories based around castles, princesses, knights, dragons learn the difference between fact and fiction
- Write a simple sentence about their favourite part of the pantomime.
- Sound out words carefully to label the parts of a castle.
- Write about members of their family and the things that are important to them by labelling their Coat of arms.
- Learn new vocabulary related to castles project
- Enhanced provision: Using quills, capes and old paper for writing. Writing invitations to balls, writing a letter to Cinderella.

### Physical Development Gross Motor Skills Fine Motor Skills

- Learn to gallop and hit a target in our House Jousting competition. The children wear their coat of arms and get into house team colours.
- Manipulate tissue paper into balls to make season calendars.
- Use tools when making junk model castles.
- Draw on Coats of Arms
- Enhanced provision: Tap tap board castle pictures. Building small and large scale castles with construction. Making and decorating a sword.

## PE

- Learn to gallop and hit a target in our House Jousting competition.
- Ring to the Rescue: The children climb a 'beanstalk' up to the Giant's castle. They then work on taking giant footsteps and freezing as Jack if they see the giant. The children then work on their agility catching a large ball after one bounce. Children then work on catching a smaller ball.

### Expressive Arts and design Creating with Materials Being Imaginative & Expressive

- Work in pairs to build a castle using junk modelling using various materials and joining these in different ways.
- Build castles for small world characters in construction area
- Draw a design for their own coat of arms to include several pictures of things that are special to them or make them unique.
- Stick 2D shapes of different sizes to create a castle picture including some of the features they have learnt about.
- Manipulate tissue paper into balls to make season calendars.
- Observational drawing of seasonal things
- Enhanced Provision: Role play castle, 3D shape castles, Light box 3D and 2D shape images, making playdough dragons with additional resources, make a sword, decorating crowns with jewels. Painting of knights/ princesses etc. Make something for a small world character—junk model. Puppet show. Making playdough dragons. Painting castles, dragons etc

## Music