

Castles

Year R EYFS

Spring

Project Overview

This term always begins with a Panto, which we use as the basis for sentence writing 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— Beauty & the Beast.
- Listen 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 a poem about a dragon to recite.
- Enhanced Provision: Castle small world. Puppet theatre—retelling stories with friends. Dressing up—acting out stories with friends.

Personal Social Emotional Development

Self-regulation

Managing self

Building Relationships

- Create their own coat of arms by thinking about what they are good at, what makes them unique or what is special to them.
- 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.
- Enhanced provision: Opportunities for collaborative play - Puppet theatre, dressing up, small world castle, building castles etc.

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.
- Enhanced provision: Tap tap board castle pictures. Building small and large scale castles with construction. Making and decorating a sword.

Understanding the World

Past & Present

People, Culture & Communities

The Natural World

- 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 .
- 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.
- 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.
- Discuss why castles are ruins now? What causes erosion to stone?
- Find out a little bit about Queen Elizabeth II

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.
- 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.
- Looking at numbers up to 10— accurate counting and the composition of each number eg. $5 = 1 + 4$ and $2 + 3$.

PE

- Learn to gallop and hit a target in our House Jousting competition.

Expressive Arts and design

Creating with Materials

Being Imaginative & Expressive

- Work in pairs to build a castle using various materials in junk modelling and joining these in different ways.
- 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.
- Enhanced Provision: 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. Puppet show. Making playdough dragons.

Literacy

Comprehension Word Reading & Writing

- Visit the library and scan out books to take home.
- Guided Reading continues. Please encourage 'finger tracking' , sounding out, 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 etc.
- Sound out words carefully to label the parts of a castle.
- Write about members of their family or things that are important to them by labelling their Coat of arms .

RE

Computing

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

Music