

Mathematics

- Solve problems involving counting, adding, subtracting, doubling or halving in the context of numbers, measures or money, for example to 'pay' and 'give change'
- Explain how we solve problems
- Say the number that is 1 more or less than any given number, and 10 more or less for multiples of 10
- Read, write and order of numbers up to 20 and more
- Add and subtract 10, 20, 30, ... to/from any number up to 50
- Describe simple patterns and relationships involving numbers or shapes; decide whether examples satisfy given conditions
- Count in ones, twos, fives and tens forwards and backwards using numbers beyond 20 across different tens boundaries
- Visualise, name and describe features of common 2-D and 3-D shapes

Science

- Describe and name different materials
- Guess materials through sight and touch
- Decide on appropriate materials for a purpose according to their properties
- Learn about and sort magnetic and non-magnetic materials

R.E and SEAL

- Learn about special books including the Jewish Torah, the Islamic Qur'an and the Christian Bible, thinking about why they are special to these religious groups.
- Show that we can tell when we are proud or jealous
- Show that we understand that being unkind and hurting someone doesn't make us feel better
- Think of ways to make me feel better when I feel hurt without hurting others

ICT

- **Labelling & Classifying** - learning that we use labels to describe objects and that objects can be sorted using criteria
- **Websites** - to develop understanding and knowledge of castles
- **2simple2create a story**- use a program to create an information booklet

P.E

- Learn various Country Dances in the style of the Mediaeval Castle inhabitants
- Steer and send a ball safely in different directions using a bat
- Change the rules of a game to make it better or more challenging
- Learn the 5 basic gymnastic shapes and use these creatively moving and balancing

Literacy

Narrative Unit: The Kiss That Missed by David Melling

- Sequence and retell a story
- Describe and develop characters and explore familiar themes and characters through role-play.
- Create short simple texts on paper and on screen that combine words with images.
- Write a news report based on an historical event - St George's Day activity

Narrative Unit: Traditional and Fairy Tales

- Identify the main events and characters in stories
- Retell a traditional tale through role-play and props
- Create play scripts
- Describe a fairy tale home (Sleeping Beauty's castle) and fairy tale characters
- Create mixed-up fairy tales

Non-Fiction Unit: Information Texts Castles Book

- Recognise the differences between fact and fiction and gather information to compile a non-fiction book for a Year 1 class.
- Create an information poster to advertise our castle
- Create an information leaflet, a set of rules for Hever Castle and write a recount of our trip

Role Play

- Mediaeval Castle
- Castle in modern times as a tourist attraction
- Period homes
- Fairy tale castle



Phonics

Alternative spellings for phonemes: /ure, g making j/dge/a making o after a w/u/o/

Revision of Phase 5 vowel alternatives a, e, i, o, u



THROUGH THE KEYHOLE

SUMMER 1 2014

CURRICULUM MAP

Hazel, Copper Beech and Silver Birch

History and Geography

- Understand that people live in different sorts of homes and talk about homes using appropriate vocabulary
- Understand and identify where we live and the different types of homes we live in
- Identify how homes have changed over the years
- Learn about and describe the different parts of a castle and their properties
- Look at homes in the local area and describe their differences.

D&T, Art and Music

- Design our own family coat of arms
- Sketches of homes in the local area
- Develop knowledge of collage and artists who used collage
- Create own collages using a range of materials
- Recognise and use hot and cold colours
- Consider what they may change in their artwork
- Select and sort contrasting materials

Topic Conclusion

- **Mediaeval Banquet Day-**
- Create hats/crowns for a castle banquet
- Country Dancing
- Role Play

Go on an exciting trip to: The Look Out Discovery Centre in Bracknell.