

Reading / Phonics:

Class Stories: Children will have a class story each day

Phonics: Daily whole class phonics. Catch up sessions for identified pupils.

1:1 Readers: Each child heard after RWI assessment and book level checked.

Extra reading session for lowest 20% and children who are not read with at home.

Guided Reading: Every day

Writing:

Start Ass – Conquer the monster story.

Fiction story writing based on Conquer the monster. We will use T4W to learn the story Kassim and the Dragon, innovate and invent our stories.

Main Focus (Intent and Implementation):

We are using the story ‘Kassim’s Dragon’ to spark and excitement of story telling, reading and develop their vocabulary. Throughout the story children will predict, infer and share their thinking. Cross curricular learning will allow children to learn about the history of castles and the people who lived in them.



Literacy To write a conquer the monster story applying phonic knowledge to combine words to make sequenced sentences. Using punctuation, joining words and clauses. Through stories, vocabulary will be extended and comprehension developed where children will predict, infer and link to what they know. Children will continue to develop composition skills. Children will develop their ability to engage and excite their reader in their stories.

Maths Recognise common 2D and 3D shapes presented in different orientations, and know that rectangles, triangles, cuboids and pyramids are not always similar to one another.

Science

Distinguish between each object and the material from which it is made. Identify and name a variety of everyday materials. Describe the simple properties of everyday materials.

History

Significant historical events, people and places in their own locality. We will focus on the history of castles in our local area.

Design Technology & Art

Look into the history of a coat of arms, what were they used for/made from? Design your own coat of arms and make using clay. Children will explore tools they can use to create their design. Evaluate design at the end of the process.

Computing -

Making multimedia stories. Get children writing and creating digital stories, work on improving typing skills with fun games, learn about simple text formatting, then bring their work to life with sound and animation.

Physical Education

Athletics unit 1/ Gym access to improve gross motor skills.

PHSE Relationships— what makes a good friend? People who help us. Belonging to a family and thinking about our qualities and self acknowledgement. Physical contact awareness.

Music—Charanga

Valuable Vocabulary (Wonderful words)

- Alnwick,
- Bambrugh,
- Warkworth, Castle,
- Palace,
- moat,
- drawbridge,
- castle walls,
- tower,
- keep,
- gatehouse,
- portcullis,
- ramparts,
- turret,
- king,
- Queen,
- Prince,
- Princess, r
- royal family,
- route,
- map



Sticky Knowledge or Skills:

Weekly Focus:

What will we be learning:

- W1 - Why do we have castles?
- W2- Who lived in a castle?
- W3—What jobs did people do in castles?
- W4— What part make up a castle?
- W5— What is a knight?
- W6— What is a coat of arms and do we still have them?
- W7—What have we learned?

School Improvement Plan

Careers and Aspirations:
Castle jobs then and today

Food, Health and Wellbeing:

- ◆ Mindfulness - Yoga
- ◆ Castle Banquet
- ◆ How can we be a good friend?

PSHE and JIGSAW:

- ◆ Talking positively about qualities
- ◆ Develop my awareness of physical contact
- ◆ People who help us