

Myths and Magic



<p><i>Was King Arthur real or just a legend?</i></p>	<p>Launch Tintagel Castle – re-enacting the story of the Legend of King Arthur outdoors at the castle in costumes. Visiting Merlin’s cave. Meeting the statue of ancient king Gallos. Being inspired by the history-rich castle!</p>	<p>Class Book The legends of King Arthur – Tracey Mayhew Harry Potter and the Philosopher’s stone – JK Rowling</p>	<p>End Authentic Outcome <i>Arthurian style Christmas market in the school hall showing our amazing artistic creations! We will also display our ICT choosing stories using interactive displays.</i></p>
<p>What will the classroom look like? Knights of the round table with shields painted by children. Olivander’s wand shop where children will add wands. Quidditch pitch with flying broomsticks. Tintagel Castle. Merlin’s cave. Sword in the stone made by children. Magic Maths area. Inspiring Reading corner. Nature table to gather interesting artefacts for observation.</p>	<p>Trips/visits to support project</p> <ul style="list-style-type: none"> • Tintagel Castle • Visit from sword fencing group • St Michael’s Mount giant’s story • Visiting storyteller. 	<p>Literacy genres</p> <ul style="list-style-type: none"> • Fiction – retelling of the Legend of King Arthur. • Playscripts – Shadow puppet plays • Poetry – spells inspired by Macbeth witches. • Choosing story with ICT link • Setting description – a wizard’s shop • Non-Chronological report – Dragons 	
	<p>Use of outdoor class</p> <ul style="list-style-type: none"> • Re-enacting myths in Crenver Grove • Fire cooking on Godrevy beach to inspire witches poetry. • Science on the campfire • Exploring shadows in caves at Godrevy • Quest for the holy Grail orienteering 	<p>Innovative use of ICT</p> <ul style="list-style-type: none"> - Research - Use of programmes to present information texts (word and publisher) - Powerpoint including use of animations and links to create a choosing story. 	



LAUNCH

MINI OUTCOME – Science and Design Technology
Shadow Puppet
Children will design and make shadow puppets of wizards, knights and dragons and write their own playscripts and design sets. They will perform a shadow puppet play to younger children.

MINI OUTCOME – Art
Tapestries
Inspired by the storytelling tapestries from history, the children will design and make their own colourful Arthurian tapestry.

MINI OUTCOME – Computing
Choosing Tale using ICT
Using powerpoint children will create a multi-media presentation using links and animations to bring a story to life. The reader will be able to choose their own ending!

MINI OUTCOME – Art – printing
Printing a Shield
The children will learn how to make a multi-layer foam block print to create a shield inspired by King Arthur's knights of Camelot. These will be used to decorate our Arthurian market stalls.

MINI OUTCOME – Local History Study
Tintagel – Fact or Fiction?
We will research Tintagel to create information texts to inform others about the legend of King Arthur and the link to local history.

MINI OUTCOME – Cooking – Design Technology
Magical treats and sweets
Children will learn about reversible and irreversible changes while creating some edible treats fit for a wizard!

Arthurian style Christmas Market

END OUTCOME

MAIN TOPIC

MYTHS AND MAGIC



English
 Fiction – retelling of the Legend of King Arthur.
 Playscripts – Shadow puppet plays
 Poetry – spells inspired by Macbeth witches.
 Choosing story with ICT link
 Setting description – a wizard’s shop
 Non-Chronological report and poetry–
 Dragons

History
 Local history study focusing on the Legend of King Arthur. We will learn about the story of the sword in the stone from our visit to Tintagel and distinguish between facts and opinions.

Science
 Cook some magical tasty treats while learning about solids, liquids and gases.
 Learn about light and shadows, recognise how shadows are formed and set up a simple fair test, recording our findings appropriately.

Mathematics
 Place Value
 Addition and Subtraction – money for magician’s shops
 Multiplication and Division – recipes, weighing and measuring

Design Technology
 Design and make a moving shadow puppet, joining and combining materials with fixed or moving parts.
 Incorporate a bulb and circuit into a light up wizard’s wand model.

Art
 We will learn how to use weaving and sewing techniques to create tapestries inspired by the tales of King Arthur.
 We will learn how to create a 2-layer print.

Going for Goals	What’s it worth
Believing it’s possible	Why do we have money?
Setting a realistic goal	Creative Enterprise
Planning to reach a goal	Spending and Saving
Overcoming barriers	Inequality and distribution of wealth
Persistence	Why some people work for free.
Celebrating	What can I do? Fair Trade.

Physical Education: first half term= Swimming second half term=