

D&T

- Design and make a castle
- Make a working drawbridge
- Dragon mobile
- Tapestry/weaving

PE

- Netball skills—pivoting, throwing and catching
- Athletics : running.
- Throwing and catching
- Medieval dance

RE

- Christianity
- Pagan beliefs

Outdoor learning

- Projectiles
- Identifying and naming plants
- Castle trip

Maths

- Measuring trajectories
- Doomsday calculations.
- Castle market money problems

English

- Castle dictionary
- Ordering and retelling the Norman conquest.
- Castle character diary entries.
- Castle visitor leaflet/guide book (post trip)
- Attack/defence poster
- Castle story



Summer 2018 Topic Web

Science

- Investigating properties of materials—waterproof and strength
- Forces and projectiles (catapults and trebuchets)
- Mechanisms
- Plants—how they work and naming a variety of species.

ICT

- Logging on and logging off
- Saving and retrieving files
- Word processing using punctuation.
- Researching castles in using Google
- Copying and pasting
- Using features of powerpoint

Art

- Bayeux tapestry
- Coat of arms
- Portraits
- Runes

History

- Battle of Hastings
- Structure and function of castles
- Evolution of castles
- Feudal system
- How to become a knight
- Attacking and defending castles.
- Castle visit

Geography

- Mapping the Norman conquest—location of castles.
- Plan view/map of castles.

PSHE

- SEALs units

Music

- Instruments to recreate battle music/sounds.