

**Holland Haven Primary School's Creative Curriculum Planning: Summer 1**  
*See our 'HH Skills and National Curriculum coverage' booklets for specific objectives per Phase and Subject*  
**Additional cross-curricular and SMSC links**

<b>Phase:</b>	<b>LOWER SCHOOL Yr 1/2</b>
<b>Theme:</b>	<b><u>Castles</u></b>
<b>Subject Focus(es):</b>	<p><b>Science</b> - Materials and their properties, using this in the theme to choose the right materials for castles and defences</p> <p><b>History/Geography</b> - Looking at castles through time, their purposes and stories as well as their geographical positions</p> <p><b>Literacy</b> - Science reports, fairy tales, nursery rhymes around banquets, narrative around a little knight</p>
<b>Expected outcome(s):</b>	Understand the vocabulary and artifacts found in castles; the era and ways of living; the reasons why castles were used and where they were placed geographically
<b>Educational Visit/Visitor</b>	TBC - History off the Page theatre/Colchester Castle
<b>Extended Classroom opportunities</b>	<ul style="list-style-type: none"> <li>● History - Hadley Hills and Woods to create a fortress and battlement</li> <li>● Science - Hadley Hills to make castles and defences from different materials</li> <li>● Forest Schools - Creating weapons and tools</li> </ul>
<b>Parent-Pupil Project</b>	To create a costume for a member of the castle grounds (knights, jesters, maidens, kitchen staff etc)
<b>Themed 'visual token' system</b>	<p><b>Our Castles curriculum teams:</b></p> <p>Colchester          Framlingham          Windsor          Edinburgh</p>
<b>Learning Environment</b>	<p style="text-align: center;">Reward tokens are 'castle pebbles'</p> <p>Castles role play/theme area: Key words, information books, story books, role play masks and clothing, castles and battlements, fact files, mediaeval British historical/famous figures to do with castles:          Henry V111</p>

<p><b><u>Project 1</u></b></p>	<p style="text-align: center;"><b><u>Buildings</u></b></p> <p>Below are the activities the children will carry out along with the skills the children will be developing to become sportsmen, artists, designers etc.</p> <p><b>Art/DT</b> - Design a castle/weapon technical drawing (explore ideas and record experiences, learn technical knowledge)  <b>Sportsman</b> - Courtroom dances (perform simple dances)  <b>Sportsman</b> - A style of jousting outdoors where children develop tactics and team games (using basic tactics)  <b>Geography</b> - Geographical mapping for a good castle site and why it is good (explore characteristics of England, geographical vocab)  <b>Computing</b> - Knowing which machinery did which jobs back in the time of castles, compared to new computer machinery that does it now (know how ICT is used in everyday life)  <b>Science</b> - Everyday Materials <i>Making castles and materials for these and defence materials</i>  <b>Literacy non fiction (science report writing)</b>  <b>Information and science write up for an experiment with materials for our castles/weapons - linked to science</b></p>
<p><b><u>Project 2</u></b></p>	<p style="text-align: center;"><b><u>Banquets</u></b></p> <p><b>Music</b> - Minstrels entertaining the court, possibly with musical instruments (perform, listen to and evaluate)  <b>Sportman</b> - Jesters dancing and juggling to entertain the court (perform simple dances)  <b>DT</b> - Creating banquet food (healthy eating and where food comes from)  <b>PSHE</b> - People's jobs and roles in the court (respecting differences in others) - class system  <b>Sportsman</b> - Tennis as an original court game (using basic tactics)  <b>History</b>- Know about food in the past compared to now (understand how we know about the past) <i>History of the Page?</i>  <b>Science</b> - Animals including humans - taking care <i>eating healthily</i>  <b>Literacy non fiction instructions and recipe writing. Medieval style recipes and 'sing a song of sixpence' and pies.</b></p>
<p><b><u>Project 3</u></b></p>	<p style="text-align: center;"><b><u>Knights</u></b></p> <p><b>History</b> - Topic about the life of our young Knight (similarities and difference of people at different times)  <b>Art</b> - Tapestries telling a story ( Explore some of the history and culture of art,evaluating work)  <b>Sportsman</b> - Dances to show physical training for our Knight (perform simple dances)  <b>Sportsman</b> - Continuing a style of jousting outdoors where children develop tactics and team games (using basic tactics)  <b>Computing</b> - Scratch - Sprite the Knight. (Algorithms)  <b>PSHCE</b> - Look at the friends our Knight makes along the way (being a good friend and positive relationships)  <b>Science</b> - Animals including humans - growing up - <i>knowing the body parts of a young Knight</i>  <b>Literacy</b> - <a href="http://www.magickeys.com/books/lk/">http://www.magickeys.com/books/lk/</a> <i>The Littlest Knight or Mike the Knight. Topic character.</i></p>
<p><b><u>Project 4</u></b></p>	<p style="text-align: center;"><b><u>Fairy Tales</u></b></p> <p><b>Geography</b> - Geographical mapping of a good fairy tale setting (explore characteristics of England, geographical vocab)  <b>Computing</b> - Scratch - Sprite the Knight. (Algorithms)  <b>DT/Art</b> - Tapestries telling a story, make some using sewing skills (binka) ( Explore some of the history and culture of art,evaluating work)  <b>Music</b> - Recorders to learn to play greensleeves (learn to play a musical instrument)  <b>PSHCE</b> - Look at the wrong and right decisions characters make (being a good friend and positive relationships)  <b>Sportsman</b> - Dances to show how characters move (perform simple dances)  <b>Sportsman</b> - Cricket (non theme related) (using basic tactics)  <b>Science</b> - Animals including humans - growing up - <i>knowing the body parts of different fairytale creatures</i>  <b>Literacy</b>- <b>Narrative linked to fairy tales writing from a different view point</b></p>
<p><b><u>Discrete Reading and Spelling</u></b></p>	<p>Daily Guided Reading sessions  Daily Letters and Sounds sessions (Monday - Wednesday Letters and Sounds, Thursday High Frequency/Tricky Word work - use some Spell Wise resources - (sets), Friday handwriting (sets)s (Thursday and Friday to have a SPAG focus)  Weekly HFW word of the week</p>

<b>Discrete Maths</b>	Following Assertive Mentoring Target planning - Progression Ladder System Creative Coverage Problem Solving opportunities for Fluency and Reasoning Weekly Number focused test/lesson Morning Maths Meetings RM Maths Turtle Diary activities
<b>Discrete Physical Education</b>	Themed: Creating court dances, moving like knights and their training regimes To perform simple dances Contributing to a team game in outdoor P.E and using basic tactics in cricket, tennis and a safe style of jousting
<b>Discrete Languages</b>	Discrete French - BBC Primary Languages: Ourselves and Our Families
<b>Discrete Religious Education (Essex)</b>	Special Ways of Living Christian and Buddhists
<b>School Council Meetings</b>	<i>Whole School 'School Council' (2 representatives from each class) and class council response/action and feedback.</i> Pupil Perception School Project Fundraiser
<b>Weekly Assemblies with an SMSC focus</b>	KS1 singing assembly, class PSHE assemblies Beach Hut House assembly - sharing learning (cross-phase) Whole School Achievement Celebration Assembly Whole School Assemblies exploring Social, Moral, Spiritual and Cultural content