

EYFS
Summer 1 Term 5



Who is the King of the Castle?



Key Areas of Learning

To develop our Knowledge of the World we will be looking closely at Now and Then Important people in history in the context of castles.

To develop our Communication and Language skills the children will be learning new vocabulary linked to our topic. We will be discussing how people in history lived and worked in castles

To develop our Expressive Art and Design skills this term we will be creating a large model of a castle, making a role play area of a castle and acting out scenes from castle life.

Comment [K1]:

Literacy

- Traditional Tales and stories about castles
- Guided reading
- Finding out information from nonfiction texts
- Visit the school library
- Writing simple sentences and captions
- Spelling, grammar, and punctuation

Maths

- Number and place value
- 2D and 3D shapes
- Halving and doubling
- Problem solving counting in 2,5,10's
- Measurement



Communication and Language

- Drama – acting out tales and stories about castles and retelling them
- New vocabulary: castles and knights
- Book talk

Expressive Art and Design

- Large scale junk modelling
- Fine design for invitations
- Collage/painting
- Drama

PSED

We will be introducing the children to circle time to explore trust and unity within the class

Value: Trust

Knowledge of the World

- Naming the people who lived in castles
- Describing what knights were
- Planning a banquet

Physical Development

- Fine motor skills. Letter formation
- Ball skills



R.E.

We continue to enjoy regular assemblies with Mrs Tweedy. We will be discussing and reflecting on our termly value.

Enterprise: We will be holding a cake sale to raise money for the development of the Foundation Garden Area

Community: We will be working with our class community and inviting members of the community in to develop our gardens.

SMSC: We will be exploring the school value of Trust through bible stories such as Jesus calms the storm as well as weekly assemblies and church visits