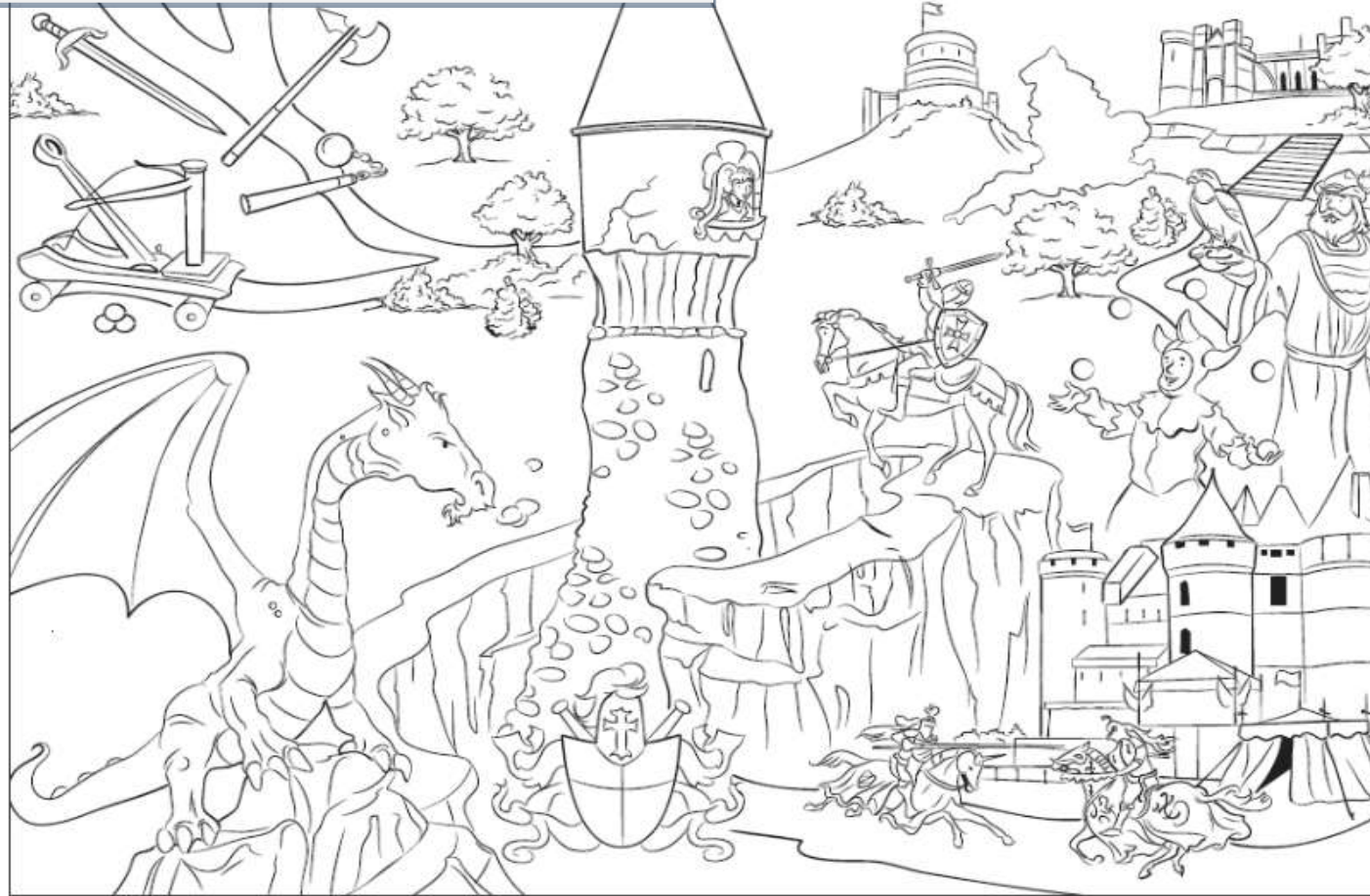


Dungeons & Dragons



Successful learners

Areas of learning

As Historians we will be finding out about the way of life of people in the past. We will research castle life, looking at coats of arms knights, fighting, food, and the design of Castles. We will find out about the difference between real history and made up stories such as those about dragons.

As Geographers we will be looking at castles all over our country and finding the ones nearest to us. We will be describing where they are and looking at what the places are like. We will be using maps, Google earth and photographs to help us describe the places we are studying.

As Artists we will be drawing and painting our own coat of arms, using the ideas we find from our research and trip to help us. **As designers** we will be exploring mechanisms. We will look at dragons and then we will design and make our own. We will also be designing our role play area!!!

Confident Individuals

Mathematicians

As mathematicians we will be measuring and weighing in preparation for our feast. We will be exploring shapes and identifying the best to build castles and turrets. We will look at different coins and design our own! We will hold simple shopping activities using pennies.

Responsible Citizens

Creative Arts

As creative artists we will explore different techniques for creating our art work. We will use a variety of different tools to express our ideas. We will be designing castles, costumes and our own medieval banquet (making trenchers).

Spiritual & Moral

We will use coats of arms as a starting point for deciding what makes each one of us special. We will think of ways to represent this in our own coat of arms.

We will also be focusing on the Harvest festival and remembrance day.

We will be discussing stories that Jesus told.

Social and Emotional Well Being

In our social and emotional well-being development we will look at codes of behaviour and how these affected everyone. We will find out who made the rules and what happened if they were broken. We will compare the code of chivalry to the rules we follow in school and in our communities.

Essentials for Learning and Life

Using communication

- Label – parts of a castle, castle designs
- Captions – to describe our coats of arms
- Recount – eg, our visit to the castle
- Glossary – part of armour /castles
- Non – chronological reports – events within the Castle

Using mathematics

- Modelling: Estimating
- Calculating: quantities and measurements (trenchers)
- Interpreting data: Recording and interpreting
- Justifying: Using mathematical language to justify.

Using ICT

- Making things happen:
- Graphics-Draw dragons/castles design .
- Text: explain design of coats of arms.
- Searchng: using websites /databases to look at coats of arms /codes of chivalry

Attitudes

Learning and thinking skills

- Asking relevant questions
- analysing information
- Planning how to go about presenting information
- Creating and developing criteria for the Banquet,
- Creating ideas for castle designs,
- Recognising similarities and differences
- Communicating using pictures, data and written word, evaluating designs.

Personal and Emotional skills

- Identifying our strengths and weaknesses and our specific qualities
- setting goals
- managing feelings
- becoming self aware through discussing our special qualities
- Incorporating these ideas into our coat of arms designs.

Social Skills

- Listening and responding appropriately to others
- working collaboratively
- giving constructive support and feedback to others

Areas of Learning

Human, social and environmental understanding

Geography skills:

- Identify & describe what the castle is like
- To tell others what is liked/disliked about a place
- To discuss why a castle was built here.
- Observe & record-take photos.

Scientific and technological understanding

Science skills:

- To recognize and name external parts of the body
- To know that there are 5 human sense
- To know that there are differences and similarities between humans
- We will also be investigating light and dark, sources and uses of light and carrying out simple experiments.

Understanding the arts and design

Art & Design Skills:

- Working together to design and make dragons & castle using both construction kits and reclaimed materials
- Investigate the possibilities of a range of materials and processes;
- Represent observations, ideas and feelings;
- Review work; Say what would improve the work

Understanding physical health and well-being

PE skills:

- Explore basic skills with increasing understanding
- To repeat action with increasing control
- Understand the importance of being active and effects on the body
- Observe and describe what others have done
- Identify how to improve their own work