



History Skills

- Use common words or phrases relating to the passing of time.
- Talk, draw or write about aspects of the past.
- Identify similarities and differences between ways of life in different periods.
- Describe significant historical places

Music Skills

- Play untuned instruments while following a leader.
- Keep in time to a piece of music while playing.

PSHE Skills

- Talk about trusted people and who keeps us safe.
- Understand feelings that they and other people can have.

Key Vocabulary

Castle, Norman, Medieval, Middle Ages, battle, catapult, battlements, drawbridge, moat, turret, knight, tapestry

RE Skills

- Talk about meaning of religious stories, celebrations and symbols.
- Understand why religion is important to people.

Theme: Castles

Science Skills

- Distinguish between an object and the material it is made from.
- Describe materials using senses.
- Explain why a material is suited for a job.
- Name every day materials.
- Sort materials into criteria.

D&T Skills

- Design purposeful, functional, appealing products based on design criteria.
- Select from and use a range of tools, materials and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- Evaluate ideas and products against design criteria.

Computing Skills

- Understand what algorithms are and how to use them.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.
- Recognise the common uses of technology beyond school.