

Art

- Ar1/1.1 To use a range of materials creatively to design and make products.
 Ar1/1.2 To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
 Ar1/1.3 To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
 Ar1/1.4 About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

	I can select tools and materials to construct 3D artwork.
	I can experiment with mark marking using different tools and textures.
	I can design my castle applying knowledge from history lessons.

Geography

- Ge1/1.3 Human and Physical Geography**
 Ge1/1.3a Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the North and South Poles.
 Ge1/1.3b Use basic geographical vocabulary to refer to:
 -key human features, including: city, town, village, factory, farm, house, office, port, harbour and shop

	I can express key features of my castle in simple map form.
	I can outline key features and places of interest in a simple key.
	I can compare my castle to a partners.

History

- Hi1/1.2 Events beyond living memory that are significant nationally or globally.

	I can name and locate parts of a castle.
	I can use a range of sources to find out about castles.
	I can explain the importance of each part of the castle. I can compare similarities and differences in artefacts and time periods.

DT

- DT1/1.2 Make**
 DT1/1.2a Select from and use a range of tools and equipment to perform practical tasks.
 DT1/1.2b Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.
DT1/1.3 Evaluate
 DT1/1.3a Explore and evaluate a range of existing products.
 DT1/1.3b Evaluate their ideas and products against design criteria.
DT1/1.4 Technical Knowledge
 DT1/1.4a Build structures, exploring how they can be made stronger, stiffer and more stable.
 DT1/1.4b Explore and use mechanisms, in their products.

	I can describe the main features of my design and where they appear on my finished product.
	I can experiment with different joining and fixing skills. I can test my mechanism and revise in necessary.
	I can compare my design to my finished castle and explain and changes I've made.

Term 3 Castles



Computing

- Co2/1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content
 Co2/1.5 recognise common uses of information technology beyond school
 Co2/1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies

	I can locate the keys on the keyboard to type a short sentence, also using a CL and .
	I can use a range of simple tools in a paint programme to make an image.
	I can edit and improve my work. I can compare my initial design with my digitally-created image.

Science

- Seasonal Change**
 Sc1/4.1a Observe changes across the 4 seasons.
 Sc1/4.1b Observe and describe weather associated with the seasons and how day length varies.
Plants
 Sc1/2.1a Identify and name a variety of common wild and garden plants, including deciduous and evergreen trees.

	I can list each of the seasons in order.
	I can identify key features of each season. I can identify evergreen and deciduous trees in Winter.
	I can describe how each season effects day length and weather. I can explain the changes that happened to deciduous trees in Winter.

- Working Scientifically**
 Sc1/1.1 Asking simple questions and recognising that they can be answered in different ways.
 Sc1/1.4 Identifying and classifying.
 Sc1/1.5 Using their observations and ideas to suggest answers to questions.

- Everyday Materials**
 Sc1/3.1b Identify and name a variety of everyday materials, including wood, plastic, glass, metal, water, and rock.
 Sc1/3.1c Describe the simple physical properties of a variety of everyday materials.
 Sc1/3.1d Compare and group together a variety of everyday materials on the basis of their simple physical properties.

	I can select my own sorting criteria. I can name and label different materials.
	I can examine objects to determine the materials that make them. I can question my peers about their sorting criteria. I can identify natural and non-natural materials.
	I can categorise objects into a sorting diagram based on their materials/properties. I can explain my criteria.

Music

- Mu1/1.1 Use their voices expressively and creatively by singing songs and speaking chants and rhymes.
 Mu1/1.2 Play tuned and untuned instruments musically.
 Mu1/1.3 Listen with concentration and understanding to a range of high-quality live and recorded music.
 Mu1/1.4 Experiment with, create, select and combine sounds using the interrelated dimensions of music.

	I can define instruments that I can hear in music from the past.
	I can choose my own instruments to create my own piece in a similar style.
	I can evaluate our completed piece and offer peer feedback .