

## English

- Read 'Tell me a Dragon' by Jackie Morris. Create their own dragon descriptions and write an information report about it.
- Study 'Pet Dragon' by MP Roberson and the 'Manchester Ridge-back Dragon' report—write their own information report about their dragon.
- Learn the story of Kassim and the Greedy Dragon and write their own version of a warning story.
- Listen to the legend of St George and the Dragon .
- Learn poems from 'Evidence of Dragons' by Pie Corbett.
- Write their own dragon portrait poem .

## Other Areas

Some areas of the curriculum are taught discretely eg Maths, Science, Spanish and PE.

## Computing

- Using the Internet for research. Access using Learnpads and laptops
- Create text based documents to present their research: incorporating images, selecting appropriate fonts, size and colour etc.

## Art

- Look at some works by Paul Klee. Describe the techniques and methods he uses in his artwork. Study the picture 'The castle and the sun' and create their own version of a castle using the techniques that Klee might use.

## Geography and History

- What were Castles for and who built them?
- What did castles look like? Find out about different types of castles and their features using a castle timeline, and photographs .
- Find out about the castles of the UK. Use atlases to identify UK countries, capitals and surrounding seas. Draw castles on a simple map with a key
- What went on inside the castle walls? Find out about life and jobs in a medieval castle Be transported back in time to 1275; experience what it would be like to work in a medieval castle; interview each other and compete for a job!
- What was a castle feast like?
- Who or what were knights and who could be one?
- How were castles defended? Learn about methods of attacking and defending a Motte and Bailey castle.

# Castles, Dragons and Knights

## Class 2 Autumn 2018

## Design Technology

- Design and make a castle from junk modelling, using the information already learnt about castles from the past and present.
- Challenge to make a door and/or drawbridge that opens and shuts – hinges and forces.
- Design a coat of arms