



Reception - Knights and Castles

Summer 1



Key Questions

1. Where do Knights live?

Explore features of castles, make/ design/build own castles.

2. Where do I live?

Draw own house and describe features.

3. Where do we live?

Compare Castles and houses, similarities and differences. Match features and compare maps.

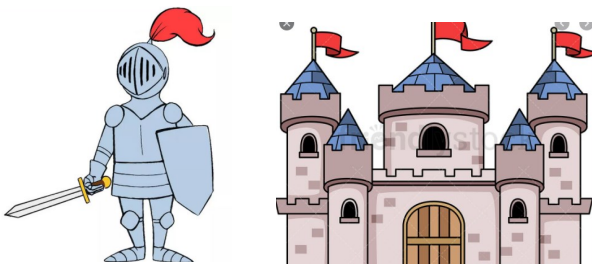
4. Who lives in a castle?

Explore and categorise who lives in a castle. Role play characters.

5. How can you create suitable battle clothing for a Knight?

Design a Suit of Armour and shield/coat of arms for a Knight.

STEM - How can you build the tallest free-standing tower?
(see STEM MTP)



Vocabulary

Castle knight moat
drawbridge portcullis
arrow slits tower
keep turrets

Dragon Princess Prince
Royal dungeon shield
armour

Development Matters

Framework

C&L

- Articulate their ideas and thoughts in well-formed sentences.
- Connect one idea or action to another using a range of connectives.
- Describe events in some detail
- Use talk to help work out problems and organise thinking and activities explain how things work and why they might happen.
- Develop social phrases
- Use new vocabulary in different contexts.

UW

- Recognise some environments that are different to the one in which they live.
- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class.
- Understand the past through settings, characters and events encountered in books read in class and storytelling.
- Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.
- Know some similarities and differences between different religious and cultural communities in this country, drawing on their experiences and what has been read in class.
- Explain some similarities and differences between life in this country and life in other countries, drawing on knowledge from stories, nonfiction texts and (when appropriate) maps.

EAD

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

L

- Write recognisable letters, most of which are correctly formed.
- Spell words by identifying sounds in them and representing the sounds with a letter or letters.
- Write simple phrases and sentences that can be read by others.



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Links through provision:

Castle building - construction area

Castle design - computing/art area / playdough area

Moat building - construction area/ playdough area/small world area

Role play Knights - role play area

Exploring own house - creative area

Design a castle from 2D/3D shapes - maths area

Read stories around castles/knights/fairytales/princesses - reading area

Write short captions and descriptions about dragons/knights/princesses -writing area

Princess/dragon/knight dress up - role play area / small word area

Zog story link - topic table

