


<ul style="list-style-type: none"> • Medieval dancing • Coats of arms (design and make) • Costume making • Puppet making <p style="text-align: center;">Creativity</p>	<p style="text-align: center;">Communication</p> <ul style="list-style-type: none"> • Recount visit to Mountfitchet (adding sensory experience) • Comprehension of text – recounts, sequence, characters, main themes • Drama and role play – hot seating, conscious alley, re-enacting main events • Poetry – simple acrostic, recital and rhyming 	<p style="text-align: center;">Reasoning</p> <ul style="list-style-type: none"> • Addition and subtraction – Use topic resources as visual and concrete aids. (e.g. Robin Hood has 10 arrows, he fires 4) • Number – 1-to-1 correspondence. Matching and sorting • Data collection – Archery tournament – tally and store points. • Measurement – heights of characters, castles etc • Money – Stealing from the rich, giving to the poor.
<p style="text-align: center;">Experiences</p> <ul style="list-style-type: none"> • Mountfitchet visit • Explore woodland areas • Turn the classroom into a forest • Build a den • Castle Hill – Huntingdon 	<div style="display: flex; align-items: center;">  <div style="margin-left: 10px;"> <p><i>Semi-Formal Topic Web</i></p> </div> </div> <p style="text-align: center;">Autumn 1 1.1 (3 Weeks)</p>	<p style="text-align: center;">KS3A Knights and Castles</p> <p style="text-align: center;"><i>Robin Hood</i></p> <ul style="list-style-type: none"> • Wattle and Daub • Medieval Banquet • Woodland walk – What can we see, hear, feel, smell • Build a den from woodland materials • Wear armour (Mountfitchet) <p style="text-align: right;">Sensory</p>

- Archery skills
- Medieval dance
- Gymnastic skills – moving around the forest
- Throwing and catching
- Climbing skills

Movement

- Heroes and Villains – Online and offline friends
- Right and wrong – Moral dilemmas
- Safety in the community – relate to Sherwood forest – who protects/ helps us
- Bullying

Myself

- Comparing medieval times to modern day
- Houses and homes – Now, then and difference in socio economic grouping
- Building castles using Minecraft tool
- Exploration of woodland features – linking into global warming and climate change

Our World