

Thematic Planning for the Autumn Term
'Marvellous Monarchs'
Year 1

Big Questions	
<ol style="list-style-type: none"> 1. Can you name a monarch? 2. Can you describe a significant event in their life? 3. Can you describe when this event happened? 4. How might you protect a castle? 	
Values Question	
Knowledge	
<ul style="list-style-type: none"> • Know the name of the present monarch. • Know the important symbols that represent a monarch and their role and responsibilities. • Name a significant monarch from the past (William the conqueror) • Know the name of parts of a castle and know why these were built/ used. • Know some physical features which would be located close to a castle. • Know what a map is and why it is used. • Know what a key is and why it is used on a map. • Know why they must wash their hands before cooking. • Know what a lever or slider mechanism is. 	
Vocabulary	
<p>History, historians, present, now, today, yesterday, last week, when I was younger, when I was born, before I was born, a long time ago, a very long time ago, before my parents were born, before, after, next, last, old, new, monarch, king, queen, prince, princess, crown, bible, sceptre, scroll, money, castle, portcullis, barbican, moat, river, hill, drawbridge, tower, arrow slits, bailey, battlements, great hall, map, key, symbol, design, technology, product, purpose, lever, mechanism, winding, evaluate, ingredients, hygiene, cut, grate, knife, grater.</p>	
Skills	
History	<p>Chronology Order events in chronological order (beginning to introduce timeline) Use historical vocabulary correctly to describe the passing of time</p> <p>Investigate and interpret the past Ask questions such as: What happened? What was it like for people? How long ago? Use artefacts, pictures, stories and online resources to find out about the past</p> <p>World History Describe significant people from the past</p> <p>Communicate historically Use words and phrases such as: a long time ago, recently, years, decades, centuries to describe the passing of time</p>



	<p>Show an understanding of concepts such as monarchy Use drama to improve understanding of a historical event</p>
Geography	<p>Investigating places Use simple fieldwork and observational skills to study the geography of a castle and its grounds Identify the key human and physical features of its surrounding environment. Use aerial photographs to identify basic human and physical features</p> <p>Communicate Geographically Devise a simple map and use and construct basic symbols in a key</p>
Art	<p>Develop Ideas Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.</p> <p>Drawing Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines.</p> <p>Painting Use thick and thin brushes</p> <p>Inspiration from the Greats Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces.</p>
Design Technology	<p>Communicating Technologically Design a product with a clear purpose. Refine designs as work progresses. Evaluate their products against design criteria</p> <p>Design Inspiration Explore objects to identify how they have been created. Materials, Construction and Mechanics</p> <p>Materials, Construction and Mechanics Task: Moving Picture card – castle and knight pops up Create a product with movable levers</p> <p>Food Task: Afternoon Tea for the Queen To cut and grate ingredients safely and hygienically</p>

