

Caring - Inspiring - Achieving



Expressive Arts

To develop a wide range of techniques using colour, pattern, texture, line, shape, form and space in order to create a piece of artwork of a dragon. Identify and label the key features of a dragon. Explore primary colours and colour mixing to produce secondary colours. Adding black and white to make shades and tones. Focus on different parts of the dragon, introducing different techniques for each part. E.g. Salt dough to create 3D effects, printing, wax & wash, watercolour paints & markers, sketching & shading. Developing control when drawing. Completing a drawing (symmetry), Copy and draw – following instructions.



Humanities

Castles and their features. Using online maps to locate familiar places and towns (Wrexham, School, Castles of North Wales) Compare local features – Rhosddu School and Chirk Castle. Visit to Chirk castle. Comparison of 'then' and 'now.' Daily life, roles and responsibilities, artefacts. Attack and defence. How were castles attacked and defended?



Mathematical Development

Yr 1 Abacus scheme – Weeks 1-10
Counting & representing numbers, Addition & subtraction, Place value & representing number, Addition & subtraction of money. 2D shape, Position & direction; length.

Yr 2 Abacus scheme – Weeks 1-10
Place value, Addition & Subtraction, Ordinal numbers, Using money in calculations. 2D shape, Position & direction; length.

Rhosddu School Yr 1 & 2 Autumn Term 2025 Dragons & Castles



Health and Wellbeing

MyHappyMinds – Meet your brain module.

P.E – Defending and attacking.

To use space to try to score points in a team game.
To mark another player.
To defend the space between two players.
To pass a ball to another player.
To get past a defender.

Show racism the Red Card.

Antibullying week.

Visitors

Don't Touch, Tell

PC Ellis, Yr 1 – people who help us, Yr 2 – Safe haven

/ Domestic abuse

Healthu Schools, healthu snacks.



Science and Technology

Materials:

Naming and sorting objects and materials.
Describing the properties of different materials.
Exploring and investigating materials and their properties. (absorbent, waterproof, tough)
Using knowledge of properties to build a strong, waterproof shelter.

Computing:

Scanning QR Codes to access websites & to Log in to Seesaw.
Independently logging on and uploading work to Seesaw.
Adding photographs, text and voice recordings to Seesaw.
Introduction to and navigating websites to locate specific towns and buildings.

Castles:

Explore different ways to join materials when building castles. (Joining turrets, making draw bridge...)
Designing and making a model castle from 'junk'



Languages, Literacy and Communication

The Dragon Machine – Story Writing

Hook: Dragon nest and eggs. Investigate the scene, prediction and adjectives.

Cold Task: Write a story about dragons.

Introduce prepositions: Dragons hiding in the class – make a 'Beware of the Dragon' poster.

Explore characters and personalities.

Introducing description and exclamation marks.

Record a set of rules: How to look after a dragon. (Verbs, past tense, capital letters and full stops)

Describing a setting: Where do dragons live?

Invent, draw and label an alternative to the Dragon Machine.

List: What can a dragon see when flying? Complete a senses grid.

Hot Task: Write a story include opening, build up, problem, resolution & ending.

Ready – Respectful – Safe