

Magnificent Monarchs



In the Magnificent Monarchs project, your child will learn about English and British monarchs from AD 871 to the present day and consider how the power of the monarchy has changed over time. They will study six significant sovereigns; Alfred the Great, William the Conqueror, Henry VIII, Elizabeth I, Queen Victoria and Elizabeth II. Finally, they will choose which of the sovereigns that they have studied is the most significant.

Literacy Text: Queen Victoria's Bathing Machine – Gloria Whelan

George and the Dragon by Christopher Wormell and Toys from the Past by Sally Hewitt.

English – Narratives, non-fictional texts and poetry.

Memorable experience - English and British monarchy timeline and historical trip.

ICT / Innovate challenge - Pictograms/ Magnificent Monarchs board game.

History - Historical vocabulary; Historical periods; Timelines; Power and rule; Historical artefacts; Significant people - Alfred the Great, William the Conqueror; Henry VIII, Elizabeth I, Queen Victoria, Elizabeth II; Bayeux tapestry; Feudal system; Actions and impact.

Maths - Multiplication, division, fractions, measurement and time.

Geography - Significant places – royal residences.

PSHE – Consent, asking for permission and keeping safe.

RE - What can we learn from sacred books? What is the 'Good News' Jesus brings?

Science – Animal Survival - This project teaches children about growth in animals by exploring the life cycles of some familiar animals. They build on learning about the survival of humans by identifying the basic needs of animals for survival, including food, water, air and shelter.

PE – Children will be mastering the following skills: Run, Jump and throw;

send and return - Tennis based skills.