



TOPIC LEARNING MAT

Year 1/2 Summer 2 2026

THE BIG QUESTION:
What character would you be and why?

Knights, Dragons and Castles

We will be learning about:
Knights, dragons, castles and
significant monarchs.



Exciting Texts:
How to Catch a Dragon
Rapunzel

Home Challenge: Draw a
castle and label the key
features.

Key Vocabulary

knight, dragon, castle,
monarch, battlements, moat,
arrow loops, tower, barbican,
drawbridge,
portcullis, bailey, timeline,
seed, shoot, stem, leaves, flower,
petal.

Sticky Knowledge

History: Order of events (castle and monarchy study).

Computing: How to create an algorithm.

Art: How to draw landscapes.

Science: How plants grow.

JIGSAW: Identify and name parts of the body
and know how they make girls and boys different.

Skills to practise

- * Ordering events.
- * Naming parts of a castle.
- * Making and following algorithms to make characters move.
- * Drawing landscapes.
- * Observing and recording how plants grow.