

## HA Resource Hub Submission Form

<b>Resource Title:</b> <b>Knights, Castles, Kings and Queens</b>	<b>Age Range: 4-7 yrs (KS1)</b>
<b>Author name and email contact:</b>  Royal Armouries Education Team  <a href="mailto:educate.leeds@armouries.org.uk">educate.leeds@armouries.org.uk</a> (Leeds site)  <a href="mailto:educate.fn@armouries.org.uk">educate.fn@armouries.org.uk</a> (Fort Nelson, Portsmouth site)	<b>Resource Details:</b>  <b>Home Learning Hub (designed for home learning)</b> Video: Sir George and the Dragon story telling P.1 Video: Sir George and the Dragon story telling P.2 Video: Sir George and the Dragon telling P.3 Video: The Queen’s speech Video: Animal mystery Video: Squire practice PDF: Sir George Home Learners Pack PDF: Kings and Queens Home Learners Pack PDF: Squire Practice Home Learners Pack PDF: Lion Armour Home Learners Pack  ALL RESOURCES FOUND AT: <a href="https://royalarmouries.org/learning-resources/home-learning-hub-kings-queens-knights-and-castles/">https://royalarmouries.org/learning-resources/home-learning-hub-kings-queens-knights-and-castles/</a>
<b>Necessary prior learning to complete this:</b>  None. Only the Sir George and the Dragon story telling videos must be watched in sequence for the story and ‘calls to action’ to make sense. Every other element is ‘standalone’ and therefore can be used as and when a teacher sees fit.	<b>What does it lead to next?</b> <ul style="list-style-type: none"> <li>• Video: Sir George and the Dragon story telling P.1 has a follow up task of drawing and labeling Sir George’s castle (historical knowledge, vocabulary, composition, art, design)</li> <li>• Video: Sir George and the Dragon story telling P.2 has a follow up task of deciding what Sir George is to do next in the story (historical knowledge, literacy skills)</li> <li>• Video: Sir George and the Dragon story telling P.3 has a follow up task of writing a thank you letter to Sir George from the villagers for defeating the Dragon (historical knowledge, literacy skills)</li> <li>• Video: The Queen’s speech has a follow up task of drawing a portrait (art and design skills)</li> <li>• Video: Animal mystery has a follow up task of drawing a suit of armour with an animal pattern in it (historical knowledge, art and design skills) and writing about the suit of armour (historical knowledge and literacy skills)</li> </ul>

- Video: Squire Practice has a follow up task of pupils drawing themselves completing a task they have done (art and design skills) and then writing basic information (literacy skills).

Using these resources, there is an overall lead into further research and learning around Knights, Castles, Kings and Queens.

**Explanation: How should this resource be used?**

These resources were created during the first COVID-19 lock down and therefore were designed for home learning. However, they can easily be used in the classroom too.

Taking pupils through a version of the tale of Sir George and the Dragon, the 3 **Sir George and the Dragon storytelling** videos are a short, snappy and fun way to travel through this tale whilst developing historical understanding, literacy skills and artistic creativity. The video **Queen's Speech** is designed to introduce pupils to Queen Elizabeth I and how things could be different and similar in different time periods to modern day. Designed to get pupils actively involved in the history they are studying by using current events, engagement with the character will encourage engagement with the overall topic. The video **Animal Mystery** looks at a suit of armour for King Henri II of France and is covered in images of a lion. Designed for the youngest of learners, this video will encourage pupils to use their current knowledge of animals in a creative way and build their artistic skills, they will also gain historical knowledge. The video **Squire Practice** puts pupils into the history they are learning by asking them to be a squire. Designed to get pupils on their feet and involved with the past, this video is a great way to immerse pupils in their learning, introducing drama and movement which can easily lead to literacy tasks if desired.

Use the short videos as the starting point of a lesson or at home task. Each video has a 'call to action' at the end which will consolidate the historical knowledge that pupils' have just received, but also further their own imagination and critical thinking in a creative way. Each call to action has been designed to be small and something that can be done with minimal adult supervision for high achieving pupils but easy enough for adults at home/in the classroom to assist those younger or lower achieving pupils without specialist knowledge. Each task has an element of literacy challenge and creativity to ensure continued learning without the loss of fun and engagement.

The activity PDF is designed to further the historical knowledge delivered in the videos as well as more specific information about knights, castles, kings and queens by using artefacts housed at the Royal Armouries Museum, Leeds. They do not have to be used in conjunction with the videos, but do complement the content and therefore will help with attaining knowledge. The PDF contains 3 tasks that use historical knowledge as a base and then focus on literacy and art skills. Each task could take between 10-60 mins to complete depending on the task and the pupil level.