

LOCATION, LOCATION, LOCATION!

HOOK

Year 6 classrooms will become estate agents specialising in the sale of unique and enchanting castles. Discover the pros and cons of sales pitches and vote for the best one!

Experience fantasy castle design with Simon Chadwick.

ENGLISH

Write a speech persuading someone to buy your fantasy castle.

PSHE

Complete a 'Money Management' workshop with Eight Wealth Management.

SCIENCE

Explore light and shadows.

OUTCOME

Create an estate agent's document specialising in the sale of fantasy castles. Impress your peers and try to ensure they would buy your castle!

GEOGRAPHY

Explore where castles are located and why and explore geographical features.

ENGLISH

Write a suspense-filled story opener describing a haunted castle.

COMPUTING

Use mico:bits to make a car move through a castle's grounds.

ART

Learn about Gaudi, creating our own junk model castles decorated with mosaic tiling.

PSHE

Learn about keeping yourself safe.
Complete RSE.

ENGLISH

Write a fearful diary entry, based on our Rich Read, Seven Ghosts.

