

Castles and Dragons



Science: materials

Bend / bending - to move a straight material into a curve

Flexible - a material that can bend easily without breaking

Non-reflective - a material that does not shine light back

Opaque - a material you can not see through

Reflective - a material that shines the light back

Rigid - a material you can not bend

Squash / squishing - to crush or squish a material

Stretch / stretching - pulling to make a material longer

Translucent - a material you can partly see through

Transparent - a material you can see through

This is a vocabulary bank that shows key vocabulary that we will be sharing with your child over the next term. Our next term is Castles and dragons.

Please go through the words on this vocabulary bank with your child to help familiarise them with the vocabulary. I will also share this throughout the term and during our relevant lessons.

Thank you for your continued support.

History: castle

Source - a piece of evidence from or about the past



Castle - where a lord or noble, such as a King or Queen lives

Tower - where guards would look for people who were coming toward the castle



Moat - a deep ditch surrounding a castle that is usually filled with water



Drawbridge - a bridge which can be raised to allow or prevent people to enter the castle



Rampart - a defensive wall that surrounds a castle



Portcullis - a spiked barrier which could be lowered to protect the castle doors



Turret - found on top of the towers so guards could see far across the land to look for people who were coming toward the castle



Design and Technology: mechanisms

Mechanism - parts which make something move

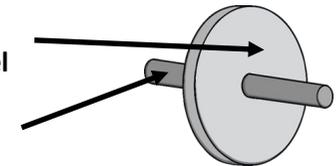
Lever - moves an object up or down

Slider - moves an object side to side

Wheel - turns to move something

Wheel

Axle



Evaluate - to say what has gone well and what I could improve about my work