

OUR DRIVERS:

Spiritual, Moral, Diversity & Beliefs Communities & Environment Life Skills Personal, Social & Emotional Well Being

Understanding English, Communication & Languages

To learn to tell the story of Beowulf.

To rewrite part of Beowulf from Grendel's point of view.

To write poetry inspired by the Vikings.

Ask questions to improve their understanding of a text and to draw inferences using evidence.

To write biographies

Languages - French

Food Glorious Food - different food, likes & dislikes

Family and Friends - learn family, pets & rooms

History

To place the Viking period on a timeline.

To understand the terms 'invade' and 'settle'.

To explore what life was like for the Vikings.

Find out how the Vikings were defeated by Alfred the Great.

To understand who the Anglo Saxons were.

To research the Anglo Saxon way of life.

To find out about Edward the Confessor.

To explore the mystery behind the burial ship at Sutton Hoo.

To ask historical questions.

Geography

To name and locate counties and cities in the United Kingdom.

To locate areas in the UK that the Vikings settled in.

Mathematical Understanding

Formal methods of multiplication and division.

Area - calculating and comparing area.

Fractions - finding fractions of amounts, adding and subtracting fractions.

Decimals - understanding decimals, ordering and comparing, tenths and hundredths.

Viking invaders and Saxon settlements



Wow moment

Viking visitor to be confirmed. Approx cost £10-£12

Outcomes

1. To make moving models of monsters in DT.
2. To write our own biographies

Religious Education

Is a holy journey necessary for believers? To explore the holy journeys made by believers; the reason and impact of such journeys.

Should believers give things up? To explore Lent and its significance for Christian belief and practice.

PSHE

Puzzle 3 - Dreams and Goals. To recognise dreams and ambitions and how to overcome obstacles and challenges.

Puzzle 4 - Healthy Me. Understand how to be fit and healthy, what drugs are and how to be safe.

Physical Education

Tennis & badminton - to learn ball and racquet skills and how to play games.

Tag rugby - to learn invasion game skills and how to play as part of a team.

Art & DT

Learn about illuminated letters and create our own.

Use collage skills to create Viking seascapes.

Explore the illustrations of Charles Keeping and use a variety of mediums (paint, pencil, graphite) to create portraits of Vikings.

Create clay dragon eyes focussing on detail, shape and texture.

To design, make and evaluate our own moving model monsters using a cam mechanism.

Music

Develop recorder playing.

Charanga unit - Stop! Listen and appraise different styles of music. Be able to compose, improvise and perform in singing and using instruments.

Computing

E-safety - Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concern about content and contact.

Coding - Design, write and debug programs that accomplish specific goals

To use spreadsheets to present and interpret data.

Science

To compare and group materials based on whether they are solids, liquids or gases.

To observe that some materials change state when they are heated or cooled and to measure or research the temperature at which this happens.

To understand the part played by evaporation and condensation in the water cycle.