

English

Writing myths, legends, poetry, newspaper reports linked to Anglo Saxon and Viking literature (Beowulf, The Ruin and Kennings)
Reading a variety of texts and authors with a focus on discussion and analysis of texts.
Using drama and role-play to help understanding of plays and stories significant to the Anglo-Saxons and Vikings.

Maths

Counting, partitioning and calculating. Securing number facts and place value knowledge. Data handling and measures. Securing understanding of number relationships.

Science

Properties and Changes of Materials:
To identify solids, liquids and gases, To examine the molecular structure of different materials, To identify what dissolving is and to develop an experiment based on it.

Geography

Where did the Anglo – Saxons and Vikings come from?

History

Roman withdrawal from Britain, Anglo-Saxon invasions, Viking raids and invasion, Edward the Confessor and his death in 1066.

Music

Singing, music and dance from, or inspired by the Anglo-Saxons and Vikings.

Art & Design and Technology

Develop art skills from a range of stimulus, incorporating media into art. Using a variety of techniques, sketching, painting and collage to depict Anglo-Saxon and Viking art, culture and themes. Considering use of colour and shade in art.

Computing

Cracking codes – Becoming a cryptographer
Being an artist – Fusing geometry and art

P.E.

Indoor: Dance.
Outdoor: Invasion games and ball handling skills.

R.E.

Exploring Islam. Learning about the 5 pillars of Islam (e.g. prayer, charity,

PSHE

New beginnings, thinking about roles and responsibilities of individuals,

French

Introductions, greetings, family, everyday classroom vocabulary

fasting) and their beliefs. The story of Muhammad.

exploring feelings, building a community.

