

Learning Environment:

In Birch Class this half term the year is AD 410 and the once-mighty Roman Empire is crumbling. Sailing across the North Sea, ships land on the beaches of Britannia's eastern shores. They carry the Saxons, pirate raiders and strong soldiers, greedy for land and ready to attack the Britons. These Germanic warriors travel the seas in small sailing boats, striking coastal settlements and working their way inland.



English- In addition to developing our ability to assess the effectiveness of our work and improve it independently; we will be considering spelling rules and punctuation features.

- We will consider mythical fiction and legends such as the Sword in the Stone and the Dragon Slayer.
- Using simple organisational devices in non-narrative material. For example, headings, sub-headings etc.
- Considering subordinating clauses and pronouns.
- Use prepositions to express time.
- Use 'a' and 'an' correctly.

Our Class book will be:

There's a Viking in my bed by Jeremy Strong.



Jigsaw - Relationships.

Considering friendship, love and loss.



Maths

- Using our understanding of place value to relate to scale and percentages.
- Building our reasoning.
- Applying our understanding of times tables.
- Using and applying our addition, subtraction, division and multiplication skills to more complex problems.



Physical Education

Take part in games and activities and practise tactics for attacking effectively, maintaining team possession of a ball and strategically getting into position to score. Play games such as cricket and rounders to understand why successful defence in fielding is as important as an effective attack.

Traders and Raiders Summer Term 1



Science - Electricity

- Discover how electricity travels and explore conductors and insulators.
- Investigate how electricity can be interrupted. What makes a circuit? What is electricity?



French - language thinking about:

- Recapping numbers and colours.
- Moving onto pets and farm animals.



Geography - Saxon and Vikings.

- Use of OS maps, atlases, globes and digital/computer mapping.
- Locate and understand where the Vikings and Saxons came from.
- Understand why they landed where they did whilst considering geological features.



RE - Buddhism.

- Exploring the beliefs of Buddhism.
- Thinking how the belief of the afterlife compares with Norse Beliefs.
- Consider similarities and differences to Christianity.



Design and Technology - Art

- Build and race a dragon boat.
- Research and design our own Viking print.
- Create runic designs using clay and outdoor learning materials.
- Use texture to understand Norse worlds and beliefs.
- Cook Viking bread on an open fire.



Music - Sound, pitch and volume.

- Understanding Viking songs.
- Using a known rhythm as a base to create our own Viking Songs.



Computing

- Online mapping.
- Word processing.
- Research and recording.



History - Saxons and Vikings.

- What are Viking raids? Look at invasion and Danegeld.
- Who was Alfred the Great and Athelstan, first king of England?
- What did the Vikings leave behind? (Place names, treasure hoards, settlements...)
- Life in Viking times: Pastimes, Clothes, Food & houses.