

Vikings

Raids, Runes and Rules!

In this unit of work, children will develop their knowledge of the Viking invasion and settlement in Britain, through a series of enquiry based, practical and creative activities.

Autumn Term 2017

ENGLISH

Key Texts

The Mysteries of Harris Burdick; Beowulf; If You Were Me and Lived in Viking Europe; Erick the Viking; The Orchard Book of Norse Myths.

Spoken English

Children will:

- Participate in discussions, presentations, performances, role play/improvisations and debates

- Experience ongoing learning of spoken standard English and volume and tone

Reading

Children will work on developing positive attitudes to reading, and an understanding of what they read, by:

- Listening to and discussing a wide range of fiction, poetry, plays, non-fiction and reference books or textbooks

- Drawing inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence

Spelling and Handwriting

Learn spelling of National Curriculum word lists including words with:

- The /ei/ sound spelt ei, eigh, or ey

- The /k/ sound spelt ch (Greek in origin)

- The //j/ sound spelt ch (mostly French in origin)

- Use prefixes and suffixes and understand how to add them

- Spell further homophones

- Place the possessive apostrophe accurately in words with regular plurals and in words with irregular plurals

- Continue work on cursive handwriting and presentation

Writing

Children will plan their writing by:

- Discussing writing similar to that which they are planning to write in order to understand and learn from its structure, vocabulary and grammar

Draft and write by:

- Building a varied and rich vocabulary and an increasing range of sentence structures in narratives, creating settings, characters and plot and in non-narrative material, using simple organisational devices

- Proofreading for spelling and punctuation errors

Physical Education – Tag Rugby

- Play competitive games, modified where appropriate, and apply basic principles suitable for attacking and defending

MATHS

Number and Place Value/Addition and Subtraction

Year 3:

- Count from 0 in multiples of 4, 8, 50 and 100; find 10 or 100 more or less than a given number

- Recognise the place value of each digit in a 3-digit number

- Add and subtract numbers with up to 3 digits, using formal written methods of columnar addition and subtraction

Year 4:

- Recognise the place value of each digit in a four-digit number

- Count backwards through 0 to include negative numbers

- Add and subtract numbers with up to 4 digits using the formal written methods of columnar addition and subtraction where appropriate

SCIENCE - forces and magnets & sound

- Compare how things move on different surfaces

- Notice that some forces need contact between two objects, but magnetic forces can act at a distance

- Observe how magnets attract or repel each other and attract some materials and not others

- Describe magnets as having two poles

Sound

- Identify how sounds are made

- Recognise that vibrations from sounds travel through a medium to the ear

- Find patterns between the pitch of sound and features of the object that produced it

History

- Viking and Anglo-Saxon struggle for the kingdom of England to the time of Edward the Confessor. Including: -

- Viking raids and invasion

- Resistance by Alfred the Great and Athelstan (first king of England)

- Danegeld

- Anglo-Saxon laws and justice

- Edward the Confessor and his death in 1066

Design and Technology – Viking Longboats

Design

- Use research and develop design criteria

- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams and computer aided design

Make

- Select from and use a wide range of tools and equipment

- Select from and use a wide range of materials and components

Technical Knowledge

- Understand and use mechanical systems e.g. gears, pulleys, cams and levers

Evaluate

- Evaluate their idea and products

- Understand how key events and individuals in design and technology have helped shape the world

Computer Coding

- Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

- Use technology safely, respectfully and responsibly

Music

Year 3

- Ukulele

- Charanga – Learn song: Let Your Spirit Fly

- Glockenspiel

Year 4

- Charanga - learn song: Mamma Mia

- Glockenspiel

Religious Education

Sikhism and Christianity

- does joining the Khalsa make a person a better Sikh?

- has Christmas lost its true meaning?