

LITERACY:

Children will:

Practice their scanning skills to retrieve information and infer meaning from a text.

Learn new vocabulary linked to the Anglo-Saxons, Vikings and Scots, and use it in sentences.

Write their own adventure story based on How To Train Your Dragon.

Improve writing using a variety of techniques (powerful adjectives, imperative verbs, time connectives and subordinating conjunctions)

So that they:

Can write to suit a purpose with a growing awareness for audience, using appropriate features.

Write confidently and consistently in the correct tense.

Write a range of sentence types which are grammatically accurate e.g. commands, questions and statements.

PARENTS CAN:

Support their children with reading

Support children with lots of times tables practice using Mathsframe.

Visit the British Museum to see an exhibit of Viking and Anglo-Saxon hoards discovered in Britain.

MATHS:

Children will:

Revise known methods for the four operations

Practise their times tables up to 12 x 12.

Solve place value reasoning problems.

Interpret and present data on a graph, including bar charts and time graphs.

Solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.

Use Mathsframe to practise their times tables.

So that they:

Become confident and independent problem solvers.

Are able to use mental maths in real life contexts.

ART:

Children will:

- Explore the landscapes of John Constable

- Choose paints make and match colours with increasing accuracy

- Use more specific colour (e.g. tint, tone, shade & hue)

- Create different effects and textures with paint

So that they:

Develop their creativity.

Can more accurately create works of art depicting the world around them.

Anglo-Saxons, Vikings and Scots

COMPUTING:

Children will:

Create algorithms to draw different 2D shapes and create patterns.

Modify existing code to alter patterns.

So that they:

Can explain the effect of changing a value of a command

Can design a program that includes count-controlled loops

RE:

Children will:

Explore rules from a variety of worldviews including: Judaism, Christianity and Humanism

Learn about how religion helps people decide what is right and wrong

So that they:

Can explain how worldviews help people to live a good life

Can compare a variety of worldviews

Have respect for the different ways people choose to live their lives

HISTORY:

Children will:

Learn about Anglo-Saxon, Scot and Viking life, raids and invasions

Learn how invaders lived and worked and what invading warriors were like.

Learn to identify, describe and ask questions about artefacts.

So that they:

Develop a chronologically secure knowledge and understanding of British, local and world history, establishing clear narratives.

PSHE:

Children will:

Discuss some of my hopes and dreams.

Find ways to work out the steps to take to achieve a goal.

So that they:

Know how it feels to have hopes and dreams

PE:

Explore urban freestyle dance

Make controlled and accurate movements

So that they can:

Perform as part of a group.

SCIENCE:

Children will:

Learn about how sounds are made and how sound travels through a medium to the ear.

Build models to demonstrate how sound moves through air.

So that they:

Know how early telephones worked.

Can identify high and low pitch sounds.

Conduct a fair test.