


English

Myths and legends - Knights of the round table

Play scripts - radio commentary on 'the Camelot games'

Imaginary worlds - Beowulf



Music

Saxon Marching with chanting used in battle

- Children to create own Saxon (marching) composition, fitting rhythmical patterns to the steady beat and using ostinato
- Children to identify how duration and dynamics are used to communicate a specific musical effect

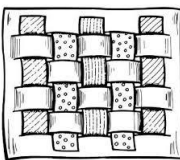
Nativity

Art

Sculpture - clay people-dressing them with clay

Drawing - anglo saxon artefacts(from history box)

Weaving using materials eg wool, ribbons paper



DT


Nets - making packaging to protect fragile objects.

- Children will recognise that their designs have to meet different needs.
- Children will use nets to design the shape of their box.
- Children will use a variety of stitches with some accuracy and consistency.

History

Anglo-Saxons + Vikings

- Children study Britain's settlement by the Anglo-Saxons, with a particular focus on the Sutton Hoo burial site. They investigate the Anglo-Saxon and Viking struggle for the Kingdom of England, looking in particular at the role of Alfred the Great.
- Viking day
- Winchester trip



Project Title: Anglo-Saxons and Vikings

Overarching Question: How did the Anglo Saxons change Britain?


Year 4

Maths

Number - place value, addition and subtraction, multiplication and division, fractions (including decimals), measurement

Geometry - properties of shape, position and direction


Statistics



Science

Animals including humans

- Children will be taught to describe the simple functions of the basic parts of the digestive system in humans
- Children will be able to identify the different types of teeth in humans and their simple functions
- Children will be able to construct and interpret a variety of food chains, identifying producers, predators and prey.



ICT / computing

Web Page Design - To be able to design a web page working collaboratively to present information about the Anglo Saxons and Vikings.

Scratch Programming - To be able to create an animated conversation between two characters through writing algorithms with sequences.

PDL / RE

Ceremony - To explore the concept through Christian death ceremony comparing with Anglo Saxon burial.

Angels - To explore the concept of angels through the Christian Christmas story.

