

Topic: History

In this unit, we will be looking at the raids and invasions by Vikings in Anglo-Saxon Britain. The children will learn who the Vikings were as well as when and where they raided and settled. They will learn about significant events from the period and order these chronologically on a timeline. Willow Class will find out about the Anglo-Saxon kings who ruled during the 'Viking Age' and examine their influence and significance in British history. In addition to this, they will learn about the Anglo-Saxon justice system and compare and contrast crimes, punishments and laws with their modern day equivalents. The children will also have the opportunity to learn about different aspects of everyday Viking life. They will explore the types of houses that the Vikings lived in, what clothes they wore and even what types of food they ate.

Science

Willow will be learning about famous scientists and inventors. Amongst other things, we will discover the dangers posed to living things in Madagascar as well as the conservation efforts on the island. We will learn about Alexander Graham Bell and his invention of the telephone. The children will create and present an interactive poster about his life and work. We will also find out about the discovery of oxygen and carry out an investigation on the effects of oxygen on burning.

Art/DT

We will develop skills in our sketch books and create illustrations for the digital comic strip. We will also design and create Viking artefacts.

PSHE/RE

PHSE: Moving on - hopes and aspirations for the future
Citizenship
RE: Important journeys.
British values:
Diversity and beliefs

PE

Forest School.
Athletics - developing skills in track and field as well as understanding the benefits for our health

Willow 2017-2018



MFL

Year 4: Des monstres
Face & body parts ; colours - listen to descriptions and identify corresponding monster.
Grammar focus: position of adjectives and plural of nouns and adjectives
Year 5: En route pour l'école
Alphabet; numbers to 60; read coordinates; places in the locality; listen to & read itineraries describing journey to school; create new itinerary using a word bank to complete text.

Mathematics

Time

Convert between different units of measure. E.g. hour to minute.
Read, write & convert time between analogue and digital 12 and 14 hour clocks.
Solve problems involving converting from hours to minutes; minutes to seconds; years to months; weeks to days
Solve problems involving converting between units of time.

Statistics

Continuous data using appropriate graphical methods, including bar charts and time graphs.
Complete, read and interpret information in tables including timetables.

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

Angles

Identify acute and obtuse angles and compare and order angles up to two right angles by size.
Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.
Draw given angles, and measure them in degrees (°)
Identify: angles at a point and one whole turn (total 360°), angles at a point on a straight line and $\frac{1}{2}$ a turn (total 180°) other multiples of 90°

English

Spelling: Words with the /i:/sound spelt 'ei' (usually after 'c' - for example, ceiling using etymological/ morphological strategies for spelling, homophones.
Punctuation: Kung Fu Punctuation; commas, brackets, dashes.
Grammar: commas for clarity, parenthesis, tenses and word classes
Reading: Class novel - How to Train Your Dragon by Cressida Cowell. , poetry and nonfiction texts.
Writing: cross-curricular narratives, a comparative text, recounts and reports.

Computing

We will use computer programs to create our own stop motion animation drawing linked with our topic, the Vikings. This unit teaches children the basic principles and techniques of simple animation. Additionally, we will learn about how to conduct research and keeping ourselves safe online.