

Term	Topic:	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Summer 1	Topic focus	Introduce Anglo-Saxon & Vikings - what we know, what we would like to know and how we generally know things about the past. Learn about the role of archaeologists and plan and set up an experiment into which materials rot and which endure over time.	Recognise the terms 'invasion' and 'settlement'. Research why and how the Anglo-Saxons and Vikings left their homelands, trace their routes, where they came from and where they settled.	Find out about life in an Anglo-Saxon village, i.e. homes & family, jobs, roles of men & women, crime & punishment, clothing, food & self-sufficiency.	Find out about religion and beliefs of the Anglo-Saxons and Vikings i.e. magic & monsters, Norse gods & goddesses, Valhalla and conversion to Christianity.	Research a key person or event from the period i.e. Alfred the Great, King Canute, St Bede.	Investigate the legacy of the Vikings/Ango-Saxons in our language and place names as proof of where they settled and as primary historical sources of evidence. Evaluate our archaeology experiment to decide which objects might endure and provide evidence and which would have rotted away.	
	English focus	Science week. Write an explanation of our science/ archaeology experiment into materials, including predictions.	Read a selection of non-chronological reports. Write own report on Anglo-Saxon & Viking settlement using given sub-headings.	Prepare & write a non-chronological report about Anglo-Saxon village life using self-chosen sub-headings.	Prepare & write a non-chronological report about beliefs with careful use of paragraphing but no sub-headings.	Prepare & write a biography of a key figure, using paragraphs or subheadings, a summarising introduction and a conclusion with own opinions.	Read, write and perform Anglo-Saxon kennings, selecting vocabulary carefully for alliteration and effect on the reader.	

Maths focus	Revise addition & subtraction methods & related problem solving	Revise multiplication & division methods & related problem solving	Place value - order & compare numbers beyond 1000, counting in 10s and 100s beyond 1000	Assessment week	Statistics - interpret & present data using bar and time graphs	Statistics - solve comparison, sum and difference problems using information presented in bar charts, pictograms, tables and other graphs.	
Science	Science week.	Sort a variety of living things into categories according to chosen criteria and discuss reasons. Identify criteria for mammals, reptiles etc and sort animals.	Use classification keys to sort plants and animals into groups.	Investigate plants and animals in our local environment and make a guide about local animals, their habitats and how to protect them	Recognise how food chains and food webs work and the roles of green plants, consumers, producers & predators. Create a display to illustrate understanding.	Research how different animals and plants are adapted to their environments, e.g. a seal, a cactus, a desert rat.	
History/ geography	Work in small groups to order images from key historical periods, developing sense of chronology. Create a timeline to illustrate understanding.	Use maps and atlases to identify areas of Europe from which Anglo-Saxons and Vikings migrated, and areas of the UK in which they settled.	Compare life today with that in Anglo-Saxon times - village life.	Compare life today with that in Viking & Anglo-Saxon times - beliefs & customs.	Learn about a key historical figure and think about how & why s/he is still remembered.	Recognise key regions of the UK that were settled by Vikings/Anglo-Saxons i.e. East Anglia, the South East. Recognise the difference between primary and secondary sources in history.	

Computing	Science Week	Use technology to research topics, evaluating validity of websites and recognising the need to report any concerns	Year 4 coding units from Espresso	Year 4 coding units from Espresso	Year 4 coding units from Espresso	Year 4 coding units from Espresso	
P.E.	Science week	Striking & Fielding games	Striking & Fielding games	Striking & Fielding games	Striking & Fielding games	Striking & Fielding games	
French	Science week	PPA cover	PPA cover	PPA cover	PPA cover	PPA cover	
Music	Science week	PPA cover	PPA cover	PPA cover	PPA cover	PPA cover	
Art/ DT	Look at repeating patterns & ancient runes in Anglo-Saxon/Viking art. Use as inspiration to create own repeating patterns using pencil/pen	Use printing techniques to further investigate repeating patterns.	Use clay to experiment with joining, shaping and cutting techniques. Make a tablet with repeating patterns on it and plan designs for pot.	Make a clay thumb pot in the style of those researched through our history topic. Decorate it with repeating patterns/ancient runes.	Plan, design, make and evaluate a Viking longboat or Anglo-Saxon house, choosing from a range of materials.	Plan, design, make and evaluate a Viking longboat or Anglo-Saxon house, choosing from a range of materials.	
Class story	'Beowulf' - M Morpurgo			Orchard book of Viking myths & legends			

Understanding the arts- any additional links to the topic

(Music/ Art and Design/ Drama)

Find out about Art & Culture of the Vikings/Anglo-Saxons i.e. story-telling traditions, music and art. Read and re-enact parts of the story of Beowulf and Viking myths/legends. Study Anglo-Saxon and Viking art, in particular patterns and ancient runes, experiment with pattern, printing and mark making in preparation for making pottery with repeating patterns.

Any possible Community Links, visits or visitors

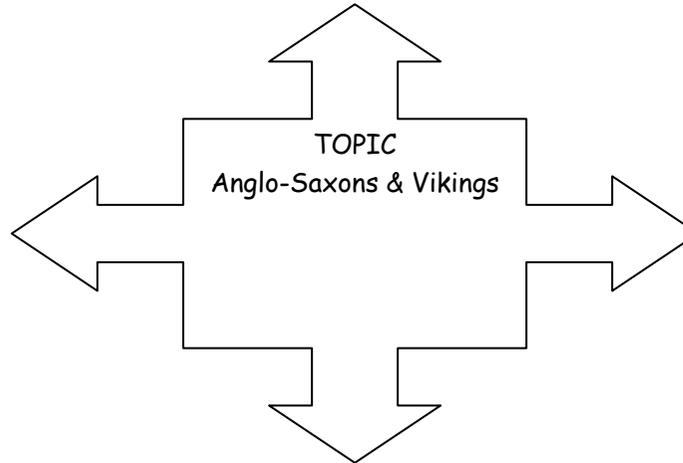
Possible trip to the Anglo-Saxon centre at West Stow.
Possible visit from RSPB/other conservation group to discuss endangered species in our area and what we can do to help.

Big Bang

Living things & their habitats – identify & classify living things and how they can be threatened by environmental change.
Replicate an archaeology site to discover which materials endure over time.

**Physical Development, Health and Well-Being
(Personal Wellbeing/ Economic Wellbeing)**

Compare typical Viking/Anglo-Saxon diets with those of modern days to investigate which was the more healthy.
Compare life in a self-sufficient Anglo-Saxon village with our experiences of easier travel, supermarkets, foreign trade and global communication.



R.E. week focus

What does it mean to be a pilgrim? Find out about the legacy of the Anglo-Saxons in terms of introducing Christianity to Britain, the life of St Bede and pilgrimages to Lindisfarne.

**Additional Scientific and Technological understanding
(Design and Technology processes)**

Make a Viking longboat or Saxon home - research design criteria first, select materials according to their properties (i.e. sturdiness, waterproof, flexibility) and evaluate against given criteria.

**Social understanding
(Internet/ Social Media/ Citizenship)**

Discuss why people migrate and settle in other countries, compare Viking/A-S settlement with modern day migration and understand that British people are in fact descended from many other countries over the ages. Use technology safely to research topic and evaluating reliability of different websites.

PSHE/ SEAL Compare roles of women in A-S/Viking times with now. Find out about crime and punishment in those days and compare with now.