

## Summer Term 1

## Topic Title: We are Britain - The Anglo - Saxons and Vikings

Children will: -Research Anglo – Saxon settlements and the different types of buildings present on the settlement. -Generate, develop and communicate their ideas through talking and drawing.
settlements and the different types of buildings present on the settlement. -Generate, develop and communicate their ideas through
-Select from and use a wide range of materials, according to their characteristics. -Design and make a model of an Anglo-Saxon building. -Evaluate and reflect on their design and outline what they would change in the future.

## Key drivers of the curriculum

Aspirations	Global citizenship	Wellbeing
<ul> <li>Careers - Children will learn about the cost of living.</li> <li>Children will learn to be able to relate on how much a job pays.</li> <li>Children will learn key attributes of historical leaders and what it means to be a good leader.</li> </ul>	<ul> <li>Children will understand the history that helped to form and guide Britain's heritage.</li> <li>Children will identify how our local area has been affected by our past.</li> <li>Identify why pilgrimage is important for many different cultures within the society we live in.</li> </ul>	<ul> <li>Children will learn about the importance of relationships with friends and families in PSHCE.</li> <li>Children will learn to understand what a positive relationship looks like.</li> <li>Children will learn about the importance of health within physical education.</li> <li>Children will learn the benefits of exercise and fun within dodgeball.</li> </ul>

## Core links through the curriculum.

Basic Skills		Real World Applications	
English	Numeracy	Using Technology including Computer Science	Science
<u>Key texts</u> Shine - Katie Myron	Children will understand the importance of ratio when building to scale settlements in RF.	Children will create an Anglo-Saxon / Viking style game using computer programming.	Identifying why Anglo Saxons chose particular settlements for vegetation reasons and use of water supplies.
Writing opportunities		Children will use the internet to	supplies.
Children to create an argument regarding Vikings and Anglo – Saxons. Children to write an explanation about the difference between an invader and a settler.	Children will use grid references when identifying historical Anglo Saxon Settlements. Children will use counting when competing in a game of cricket.	research key dates with the Anglo Saxon and Viking reign. Use of the internet to research what Anglo Saxon settlements looked like and to gain ideas on how to create a model.	Learn about the development of different weapons and materials used. Outline the different properties of materials used by the Anglo Saxons.
Reading opportunities Research into the Anglo - Saxons.	Children will use dates when learning of the Anglo Saxon rule and dates written in Roman Numerals. Children will create algorithms which include measure of rotation and co- ordinates.		

Objectives	Activities
Geography	
I can locate the UK's major urban areas, knowing some of their distinct characteristics and how some of these have changed over time.	Children to outline local areas that show evidence of Anglo – Saxon and Viking settlements.
I can recognise broad land-use patterns of the UK.	Children to investigate place names and how this can help us identify an Anglo - Saxon settlement.
I can understand how a region has changed and how it is different from another region of the UK.	
ICT	
I can use sequence selection and repetitions that work with variables and forms of input and output.	Children to create Textures, Terrain, Water & Basic Movement using Kodu.
I can use logical reasoning to debug and detect errors in programs and algorithms,	
I can solve problems by decomposing them into smaller parts.	Children to add Paths and understand settings and advanced actions.
	Children to begin building their game by adding a Start and an ending to a game.
	Children to add pages to their game.
	Children to finalise creating their game and analyse coding for problems.
	Children are to play their game.
D&T	
I can gather ideas through a range of research methods.	Children to research Anglo - Saxon settlements and the different types of buildings present on the settlement.
I can produce design specification. I can justify my plans and ideas.	Children to generate, develop and communicate their ideas through talking and drawing.
I can make accurate measurements to the nearest mm. I can use tools for accurate assembly.	Children to select from and use a wide range of materials, according to their characteristics.
I can build frameworks using a range of materials: wood, card, corrugated plastic.	Children to design and make a model of an Anglo-Saxon building.
	Children to evaluate and reflect on their design and outline what they would change in the future.
Art	
RE	
Show how forms of worship are expressions of belief.	Children will express thoughts about the importance of worship for faith members.
Explain the significance of the key teachings of faith founders for faith members.	Children will highlight why pilgrimage is important to members of faith.
Express thoughts about the importance of worship for faith members.	Children will consider how key teachings may impact on faith
Consider how key teachings may impact on faith members and the community.	members and the community.

PE	
Cricket (As Basketball Previously taught)	Children will learn the long barrier and one handed pick up to
	field appropriately.
<ul> <li>I can throw and catch under pressure.</li> </ul>	
<ul> <li>I can use fielding skills to stop the ball effectively.</li> </ul>	Children will learn when is the right time to hit a shot on the
• I am learning batting control.	'off' side and the 'on' side and utilise the correct shot to do so.
<ul> <li>I am learning the role of backstop.</li> </ul>	
-I am able to bowl accurately using the overhead technique.	Children will learn what the role of a wicket keeper is.
- I understand the rules of cricket and use this to umpire.	
	Children will use the overhead technique to bowl and begin to
	build on their accuracy.
	Children will identify one learnet to chairs a within a same
	Children will identify use learnt techniques within a game
	situation showing understanding for rules of pairs cricket.