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Computing

Internet research about Vikings

Creating an APP

**SCIENCE**

Properties and changes of materials

Healthy living

Scientists in the real world

**ART AND DT**

Artefacts ‘jewels’ and talismans

Observational drawing

Containers

**PE**

Netball

Cricket

**MUSIC**

Viking Rock

**MATHS**

Problem solving with Long ships: Includes distance and calculation problems

Problem solving with shape: shields and axes investigations

Trading unit – entrepreneurial skills and money management

**ENGLISH AND ICT**

Recount unit - A Viking raid

Formal persuasion – Letter of complaint

Persuasive writing – Going on a raid

Information texts – Finding out about Vikings

Procedural texts – How to make a Viking artefact

Biographies – Beowulf and Eric the Red

Play-scripts – The story of King Alfred

Sagas and Myths about Vikings – Stories of the Gods and Erik the Viking

RE AND PSHE

Seal activities for ‘Changes’

How do the beliefs of Christians influence their actions?

Visit to the Blue Idol – Year 6 leavers

GEOGRAPHY AND HISTORY

Study of Viking and Saxon Struggles for power from Lindisfarne Invasions to the Norman invasion in 1066

Develop geographical enquiry skills to compare historical invasion maps of the British Isles and find out what Scandinavian countries are like

Investigate Viking and Saxon settlements in the British Isles and draw conclusions from place names and locations