

Anglo-Saxons and Vikings

D.T. and Computing

- Design and make a Vikings board game

English

- Non-narrative writing - non-chronological reports, letters
- Narrative writing - Myths and legends
- Narrative poetry - Beowulf



History

- Become a historian and use sources of evidence to find out about the past
- Find out who the Anglo-Saxons and Vikings were, where they came from and when they invaded Britain
- Learn about the struggle between the Anglo-Saxons and Vikings for the Kingdom of England
- Identify links and changes within and across the Roman, Anglo-Saxon and Viking periods of history
- Describe the impact of the introduction of trading during the Viking times on life in Britain today.

Geography

- Locate the countries and capitals of Europe
- Improve map skills including identifying Anglo-Saxon and Viking settlements and place names in our local area
- Describe and understand key aspects of physical geography including coasts, rivers and the water cycle, climate zones, biomes and vegetation belts.

Art

- Research, design and create a 3D sculpture
- Enhance digital media by editing (including sound, animation, video, still images and installations)