

Science - As scientists we will...

Work scientifically to explore a range of forces. Explore falling objects and questions about the effects of air resistance. We will explore the effects of air resistance by observing how different objects such as parachutes and sycamore seeds fall. We will investigate forces that make things begin to move, get faster or slow down. Explore the effects of friction on movement and find out how it slows or stops moving objects, for example, by observing the effects of a brake on a bicycle wheel. We will explore the effects of levers, pulleys and simple machines on movement. We will find out how scientists, for example, Galileo Galilei and Sir Isaac Newton helped to develop the theory of gravitation.

History - As historians we will...

Study the Vikings and Anglo Saxons struggle for the Kingdom of England. Use correct terminology to describe events in the past. Explore change and continuity and develop a chronologically secure knowledge. Look at main events including: raids, settlements, beliefs, society, food, pastimes and travel.

Geography - As geographers we will...

Locate the world's countries, using maps to focus on key countries and their features focusing on Europe and Scandinavian countries. Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. Use maps and atlases as well as photographs and information texts to gather information. Explore vegetation, biomes, forest types. World maps of different types, biomes and different types of forests, rainforests.

PE - As athletes we will...

Play competitive games applying basic principles for attacking and defending. Develop athletic skills including batting techniques, throwing techniques and effective fielding techniques. Complete a range of athletic challenges. Develop throwing, running and jumping techniques to compete.

Outdoor Learning - As outdoor learners we will...

Work together as resilient learners to build dens. Collect natural resources to create art work such as weaving boards and Viking runes. Take part in activities working both as part of a team and as individuals. Develop fire lighting techniques in a safe and respectful way. Solve problems.

Music - As musicians we will...

Use our voices expressively and creatively to sing a range of songs. Play tuned instruments as a group. Listen to music and talk about the emotions it may portray and how it makes us feel. Develop our appreciation and understanding of a wide range of music.

Design and Technology - As designers we will...

Explore examples of Viking textiles and weaves. Design our own Viking weave pattern, incorporating a range of textiles. Make our Viking weave following our design ideas. Carry out an evaluation of the finished product against a set of criteria.

Art and Design - As artists we will...

Sketch ideas exploring line and tone using the Vikings as a source of inspiration. Explore pattern in relation to the Viking shield designs. Explore sculpture including a range of mediums such as clay and papier mâché to improve our mastery of art and design techniques to create Viking helmets and dragon art work.

Languages (French) - As linguists we will...

Listen attentively to spoken language and respond. Engage in conversations about what people are doing. Describe the four seasons as well as the weather.

Were the Vikings Vicious?
(Viking and Anglo-Saxon struggle for the Kingdom of England)
Mr. Fannan – Year 5/6



SMSC/PSHE - As citizens we will...

Endeavour to follow the Gospel Values promoted in our school and by those around us. Engage in discussions on children's rights. Hold circle time sessions to allow children to share their ideas. Engage in debates for the children to share their views with the class and to hear the views of others in a constructive, supportive way. Encourage children to engage with their viewpoints on topical issues. Explore our feelings and emotions and how things can impact those.

Computing - As digital citizens we will...

Computer Science
Create a game using Purple Mash game creator and then play each other's games, evaluate them and improve them.
IT
Create a newsreel reporting on events from an event in Viking history.
Digital Literacy
Explore what are a creator's rights and responsibilities. Describe their rights and responsibilities as creators. Apply copyright principles to real-life scenarios. Focus on social interactions through online games.