

History

To investigate and interpret the past:

- Use sources of evidence to deduce information about the past.
- Seek out and analyse a wide range of evidence in order to justify claims about the past.
- Understand that no single source of evidence gives the full answer to questions about the past.
- Refine lines of enquiry as appropriate.

To build an overview of world history:

- Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.
- Describe the social, ethnic, cultural or religious diversity of past society.

To understand chronology:

- Describe the main changes in a period of history (using terms such as: social, religious, political, technological and cultural).
- Understand the concepts of continuity and change over time, representing them, along with evidence, on a time line.
- Use dates and terms accurately in describing events.

To communicate historically:

- Use literacy, numeracy and computing skills to an exceptional standard in order to communicate information about the past.
- Use original ways to present information and ideas.
- Use appropriate historical vocabulary to communicate.

Geography - Scandinavia

To investigate places:

- Identify and describe how the physical features affect the human activity within a location.
 - Name and locate some of the countries and cities of the world and their identifying human and physical characteristics, including hills, mountains, rivers, key topographical features and land-use patterns; and understand how some of these aspects have changed.

Britain's Beginnings The Vikings

PE

Netball & Volleyball

Choose and combine techniques in game situations (running, throwing, catching, passing, jumping and kicking, etc.).

- Work alone, or with team mates in order to gain points or possession.
- Field, defend and attack tactically by anticipating the direction of play.
- Choose the most appropriate tactics for a game.
- Uphold the spirit of fair play and respect in all competitive situations.

Literacy

Writing Essential Opportunities:

Narrative -

- Write stories that contain mythical, legendary or historical characters or events.
- Write stories of adventure based on text 'How to Train your Dragon' and 'The Saga of Erik the Viking'.
- Write stories, letters, scripts and fictional biographies inspired by reading across the curriculum.

Non Fiction -

- Write recounts.
- Write instructions
- Write non-chronological reports.
- Write in a journalistic style.

Poetry -

- Write poems that convey an image (simile, word play, rhyme and metaphor) (Norse kennings/Viking poetry)

To write with purpose: Identify the audience for writing.

Choose the appropriate form of writing using the main features identified in reading. Note, develop and research ideas. Plan, draft, write, edit and improve.

To use imaginative description: Use the techniques that authors use to create characters, settings and plots. Create vivid images by using alliteration, similes, metaphors and personification. Interweave descriptions of characters, settings and atmosphere with dialogue.

To use sentences appropriately: Write sentences that include: relative clauses, modal verbs, relative pronouns, brackets, parenthesis, a mixture of active and passive voice. a clear subject and object, hyphens, colons and semi colons

To spell correctly

To punctuate accurately: Using passive verbs to affect the presentation of information in a sentence. Using the perfect form of verbs to mark relationships of time and cause. Using modal verbs or adverbs to indicate degrees of possibility. Using commas to clarify meaning or avoid ambiguity in writing.

Numeracy

To add and subtract:

- Solve multi-step addition and subtraction problems in contexts, deciding which operations and methods to use and why.

Recognising fractions

- Compare and order fractions whose denominators are all multiples of the same number.
 - Compare and order fractions, including fractions > 1 .
 - Add and subtract fractions with different denominators and mixed numbers, using the concept of equivalent fractions.
 - Divide proper fractions by whole numbers.

Ratio and Proportion

- solve problems involving the relative sizes of 2 quantities where missing values can be found by using integer multiplication and division facts
- solve problems involving the calculation of percentages [for example, of measures and such as 15% of 360] and the use of percentages for comparison
- solve problems involving similar shapes where the scale factor is known or can be found
- solve problems involving unequal sharing and grouping using knowledge of fractions and multiples

Measurement

- solve problems involving the calculation and conversion of units of measure, using decimal notation up to 3 decimal places where appropriate
- use, read, write and convert between standard units, converting measurements of length, mass, volume and time from a smaller unit of measure to a larger unit, and vice versa, using decimal notation to up to 3 decimal places.
 - recognise that shapes with the same areas can have different perimeters and vice versa

Geometry -

- draw 2-D shapes using given dimensions and angles
- illustrate and name parts of circles, including radius, diameter and circumference and know that the diameter is twice the radius

To use statistics:

Interpret and construct pie charts and line graphs and use these to solve problems.

Science - Nutrition/Diet and Circulation

Biology - To understand humans and animals:

- Identify and name the main parts of the human circulatory system, and describe the functions of the heart, blood vessels and blood.
- Recognise the impact of diet, exercise, drugs and lifestyle on the way their bodies function.
 - Describe the ways in which nutrients and water are transported within animals, including humans.

ICT

To Code • Set Events to control other events • Use IF THEN ELSE conditions to control events or objects • Use Operators () + - * /

Reading

Texts: How to Train your Dragon, The Saga of Erik the Viking and From Its Fetid Lair Poem

To understand texts:

Check that the book makes sense, discussing understanding and exploring the meaning of words in context.

Ask questions to improve understanding.

Check that the book makes sense, discussing understanding and exploring the meaning of words in context.

Draw inferences such as inferring characters' feelings, thoughts and motives from their actions, and justifying inferences with evidence.

Predict what might happen from details stated and implied.

Discuss and evaluate how authors use language, including figurative language, considering the impact on the reader. Retrieve and record information from non-fiction.

Participate in discussion about books, taking turns and listening and responding to what others say.

Provide reasoned justifications for views.

R.E - Inspirational People

Explain some of the different ways that individuals show their beliefs.

- Show an awareness of morals and right and wrong beyond rules (i.e. wanting to act in a certain way despite rules).

Design Technology - Wooden, Viking Longships

To master practical skills:

Materials:

- Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).
- Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).

Construction

- Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding).

To design, make, evaluate and improve:

Ensure products have a high quality finish, using art skills where appropriate.

To take inspiration from design throughout history:

- Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.

Art - Dragons

Drawing: Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).

- Use a choice of techniques to depict movement, perspective, shadows and reflection.