

Class: Sycamore/ Cedar/ Maple		Spring Term 1			Half Termly Curriculum Map		Topic: Traders & Raiders	
	Week 1 8 th Jan Topic Launch	Week 2 13 th Jan	Week 3 20 th Jan	Week 4 27 th Jan	Week 5 3 rd Feb	Week 6 10 th Feb	Half Term	
English	<p>Topic Launch - Traders and Raiders - Making Anglo Saxons helmets.</p> <p>What do the children already know about the Saxons and Vikings?</p> <p>What are we aiming to find out? Find out significant dates regarding the 'Traders and Raiders'</p> <p>https://www.bbc.co.uk/bitesize/topics/zxsbcdm/articles/zq2m6sg</p> <p>Meeting St Bede - Gain an understanding of who he is, develop and create a character profile on this famous monk.</p>	<p>Outcome: NCR report. New Lands <i>I can come up with a range of emotions and adjectives to describe the arrival of the Anglo-Saxons</i></p> <p>Imaginative Task - Imagine you are a Saxon landing on new land for the first time. Descriptive Vocabulary - Feelings and adjectives - Chooser Boards</p> <p>NC - Draft and write by in narratives, creating a setting, characters and a plot</p> <p>Meeting for the 1st time <i>I can create a dialogue between a resident and a Saxon invader using effective speech punctuation</i></p> <p>Work out what a Saxon invader would say to a current resident of Britain - Speech punctuation NC - indicate grammatical and other features by using and punctuating direct speech</p> <p>Sequencing Reports <i>I can plan, sequence and write a non-chronological report from the perspective of a resident of Britain during the Anglo-Saxon invasion</i></p> <p>NCR - plan and sequence a short report from the view of a current resident of Britain watching the Anglo Saxons beginning their invasion.</p>	<p>Fact or Fiction? Discuss how stories change over time, Share their comic strip in groups or as a class.</p> <p>Alfred the Great Who was he? What's he Famous for? What makes him 'Great'</p>	<p>Outcome - Character Profile on Alfred the Great</p> <p>Alfred's Character - Innovating his famous speech, using a range of powerful adjectives and adverbs.</p> <p>Describing King Alfred - Use initial ideas to list similes, adjectives, metaphors etc that effectively describe King Alfred.</p> <p>Completing Character Profiles</p> <p>Viking Stories & Poems Learning and re-telling traditional Viking stories.</p>	<p>Viking Feast - Instruction writing. Ch to complete instruction writing on the method and ingredients how to make bread.</p> <p>Poem Drafting & Writing - Create a plan for a traditional Viking poem of your own. Imagine they are a Skald (poet) of a famous Viking.</p>	<p>Outcome - Persuasive Writing - Speech</p> <p>Persuasive Writing Features - children to annotate and identify features of a persuasive piece of writing.</p> <p>Drafting and writing Children to plan, draft and write a speech in which they are trying to persuade others to join their tribe - Saxons or Vikings.</p> <p>Exhibition - Ch to host an Exhibition afternoon where Art and Design work is displayed and talked through.</p>		

		<p>NC - Draft and write by; in non-narrative material using simple organisational devices</p> <p>Retelling the legend Children will create a comic strip on King Arthur using reached facts from previous day. NC - Draft and write by organising</p>					
Reading	VIPERS - 'An Anglo- Saxon Mystery'	<p>VIPERS - 'An Anglo Saxon Mystery'</p> <p>St Bede Reading Comp</p>	<p>Fact or Fiction? What makes a good storyteller? Discuss how stories change over time, Share their comic strip in groups or as a class. - Add expression, dramatize certain parts etc.</p>	VIPERS - 'Dragons in the Sky'			
RWI/spelling							
Big write							
Maths	<p>Autumn Block</p> <p>Multiplication & Division</p> <p>Children use their previous knowledge of multiplying and dividing to become fluent in the 9 times table.</p> <p>They apply their knowledge in different contexts.</p>	<p>White Rose end of/start of block assessments.</p> <p>Spring Block 1 Multiplication and Division</p> <p>11 and 12 times table progressive questions.</p> <p>Multiply 3 numbers</p>	<p>White Rose Spring block 1 Multiplication and division</p> <p>Factor Pairs</p> <p>Efficient multiplication</p> <p>Written methods</p>	<p>White Rose Spring block 1 Multiplication and division</p> <p>Multiply 2-digits by 1-digit Multiply 3-digits by 1-digit Divide 2-digits by 1-digit (1) Divide 2-digits by 1-digit (2)</p>	<p>White Rose Spring block 1 Multiplication and Division</p> <p>Divide 3 digits by 1 digit Correspondence problems</p> <p>End of Block Assessments</p> <p>White Rose Spring Block 2: Measurement: Area</p> <p>What is Area? Counting Squares</p>	<p>White Rose Spring Block 2: Area</p> <p>Making Shapes Comparing Area</p>	
Science							
Art and Design	Design an Anglo-Saxon helmet.		<p>Anglo Saxon Homes - Design, draw and label your own Anglo-Saxon home.</p>		<p>Gods & Goddesses - Children to complete sketches of a selected god/goddess</p>	<p>Advertise Exhibition - Ch to make posters for an exhibition to showcase all the Art and Craft they've completed from the topic</p>	
Computing		<p>King Arthur Use a range of resources to research King Arthur - iPads, Chromebooks.</p>	<p>Research Groups - Research what life might have been like as an Anglo Saxon</p>				

			Virtual Museum - Design and deliver a presentation on Saxon Artefacts.				
Design Technology	Create an Anglo-Saxon helmet		Charm Making - Children will make Anglo-Saxon necklaces		Viking Feast - Ch to bake bread based upon their instruction writing.		
Geography	Saxon Shore Thoughts - Map Work <i>NC -Use maps to locate countries and describe features described.</i>		Locating Places - Using Maps children will locate a range of Anglo-Saxon sites. Saxon Towns and Villages - Using a range of resources find out where Saxons settled.		Viking Raiders - Use Maps of Europe to identify countries from which the Viking Raiders came.		
History	Significant dates - What period of time did the Saxons and Vikings invade and settle. Create a timeline Meeting St Bede - Develop a character profile <i>NC - The Viking and Anglo struggle for the Kingdom of England to the time of Edward the Confessor</i>	New Lands Imaginative Task - Imaging you are a Saxon landing on new land for the first time. King Arthur - Using retrieval of facts - Devise a short factfile on King Arthur	Research Groups - Create an information board about life as an Anglo Saxon Beware of the Viking Raiders - Who were the Vikings? -Where did they come from? -When was the 1 st Viking raid?		Viking Life - research in detail an aspect of Viking life, such as; Ships, Battle, Valhalla - Afterlife, Gods & Goddesses. Death and Afterlife - Find out from a variety of resources the Vikings beliefs regarding Death and Afterlife.	Trade Fair - Ch will decide whether to be an Anglo Saxon or Viking at the fair. What will you be selling? What will you charge? Who will you invite?	
Music					Traditional Viking music playing during taste testing. Making observations between current music and Viking music.		
Physical Education	Attack and defense - invasion games - Bench ball, Treasure Chest.			P.E - Netball/Dance - invasion games			
Religious Education					Lessons linked to Gods and Goddesses . Free Writing - Children to make comparisons between Gods and Goddesses that Vikings believed in and what God/s are believed in.		
PSHE		Discussions upon feelings with how residents would have felt, alongside the invaders themselves.					
Outdoor learning							
Educational visits/visitors				All day Visit from 'SteamHorse' - Anglo Saxon and Viking re-enactment company.			