 Year 5 autumn map

Invaders and Settlers

Geography

The Children should explore the Geography of Scandinavia. Why did the invaders need to invade other countries? What did we have in the UK that made it an attractive place to invade? (UK and Global Mapwork) *Text: Prisoners of Geography: Our World Explained in 12 simple maps (Tim Marshall)*

Computing

 The Children should create an educational game about invaders and settlers which uses the if, then and else conditions – like a choose your own ending story.

The children should use the features of Google Classroom to communicate messages professionally amongst their peers and teachers.

The children should create a database which can store information about different animals as well as creating a key to follow.

Science

The Children should explore and compare the life cycles of a mammal, amphibian, insect and bird within our local area. (If possible, they should get eggs to hatch and watch them hatch and then grow) *Texts: Life Cycles: Everything from Start to Finish (DK), An Anthology of Intriguing Animals (Ben Hoare), Life Cycles (Straight Forward with Science) (Peter Riley)*

The children should explore changing materials and reversible and irreversible changes by looking at dissolving and distillation. Can be used in context of Viking sailors needing fresh water for travelling seas. *Texts: Materials (Science in infographics) (Jon Richards),*

The children should learn about and investigate magnets as well as looking at how they can help navigation alongside the Earth’s magnetic field. *Texts: Forces (Science in infographics) (Jon Richards)*

History

The Children should investigate who lived in the UK before the Vikings- their way of life etc. They should then learn about who the Vikings were and their way of life. *Texts: Men, Women and Children in Anglo-Saxon Times (Jane Bingham), Anglo-Saxons and Vikings (Hazel Maskell), Anglo Saxon Britain (Found!) (Moira Butterfield), Viking Longship (Mick Manning & Brita Granstrom), Vikings in 30 Seconds (Philip Steele), Who were the Vikings? (Jane Chisholm, Struan Reid & David Cuzik), Vikings (History in inforgraphics) (Jon Richards), You wouldn’t want to be a Viking Explorer (Andrew Langley)*

Art and Design

The children should explore the outlined drawing skills in their sketchbooks before creating a piece of visual art based off of the Viking Gods.

The children should sculpt and create different models of Viking jewellery and artefacts.

The Children should take images of work they have completed in Art and D&T and then edit them and create collages with them.

Design and Technology

The children should use their materials measuring knowledge to create their own Viking long ship models.

Outdoor Learning Opportunities

Biology walks in local area – local geography trips that show land use in the UK (Looking at landscapes and farming.)