As Geographers we will:

Invaders and Settlers: Anglo-Saxons

Novel Link: How to Train your Dragon WOW day: Creating Anglo-Saxon weapons!

As Scientists we will:

Focus on games and gymnastics. In games, we will be receiving sessions from the Carre’s Grammar School outreach team, focusing on Basketball. We will develop control and accuracy of throwing and catching, maintaining possession of a ball. We will use these skills in games, choosing appropriate tactics. In gymnastics we will be developing the use of their hands, traveling in a variety of ways by transferring weight to generate power in movements.

As Athletes we will:

Learn and deepen our understanding of Place Value. We will explore how to read the place value of numbers up to 9,999, order and compare them. We will be able to round to the nearest 10, 100 and 1000, read Roman numerals up to 100, count backwards through 0 and find 1000 more or less than a number. This will be done using a range of representations.

Begin reading ‘How to Train Your Dragon’ by Cressida Cowell. We will be able to apply our knowledge to read further exception words. We will be using the text to infer and deduce key parts of the story and think carefully about the plot and characters and support this with evidence. These skills will also be built on in our weekly Guided Reading sessions.

As Mathematicians we will:

Explore the religion of Islam. We will look at the symbols found in the mosque, the teachings of the Qu’ran, what Islam teaches Muslims about Allah and how Muslims put their beliefs into practice. We will also be able to use this to reflect on our own views and discussing the similarities and differences.

As Religious Scholars we will:

Be linking to our History and starting to locate European countries using maps and atlases and identify physical and human geography of the Anglo-Saxon invaders. We will explore what life was like for the Anglo-Saxons in their home countries and also give reasons for why people decided to move to England by looking at physical and human geography.

Experiment with using Scratch programming by creating our own dragons. We will use coding to make them move, adapt their looks, experiment with sound and draw our own images too. This will improve our understanding of scripting algorithms, and debugging when we face issues.

As Geographers we will:

Explore Norse art. We will look at how Anglo-Saxons used a range of materials to construct designs. We will look at the different symbols they used and create our own woven shields. We will start to look at the patterns they used and what purposes the items were for.

As Computer Scientists we will:

Understand who the Anglo-Saxons were and why they wanted to invade Britain. We will compare the lives of the Anglo-Saxons to our lives today by looking at the society and culture. We will do some research into King Alfred the Great and write a biography about him. After, we will learn about the mystery of Sutton Hoo.

As Artists/Design Technologists we will:

As Readers we will:

As Writers we will:

Start to explore the book ‘How to Train Your Dragon’ by Cressida Cowell. We will be writing a narrative piece based on our own hunt to discover a dragon. We will be looking at descriptive writing including adverbs, adjectives and creating plots. After we will write a non-chronological report on whether dragons are real or not. We will look at how to group information appropriately through the use of paragraphs.

Start to explore the Physics strand. We will start by looking at electricity including identifying appliances that use electricity, constructing working circuits, knowing what switches are and understanding about conductors and insulators. After, we will look at sound including its origins in vibrations through different materials. We will also explore the journey of sound through the ear.