

## Literacy

- Experience a Viking raid by acting like the monks at Lindisfarne
- Diary entry, written from the point of view of a Briton as the Vikings invade
- Instructions for how to make a Viking weapon or how to complete a successful Viking invasion
- Write a persuasive argument to persuade other Vikings to invade Britain
- Sentence and Text structure work e.g. introduction, summary, paragraphs.
- Spelling, punctuation, grammar work.
- Features of poems
- Write own poem using rhyming couplets to tell an amusing story (e.g. a daft Viking battle)

## Science

- Review scientific learning across the year – e.g. changes of state, forces etc.
- Describe the differences in the life cycles of a mammal; an amphibian, an insect and a bird.
- Describe the life processes of reproduction in some plants and animals
- Observe life cycle changes in different living things
- Describe the changes as humans develop to old age.
- Draw a timeline to show changes in the growth and development of humans.
- Compare the gestation periods in different animals, including those of humans.

## Music

- To learn how to sing in harmony (E.g. Viking Rock)
- To develop listening skills when singing

## French

- Continuing with work on: giving directions, weather, shopping for food.

## Year 5 Theme 3

Much of our curriculum will be delivered through the topic

# Vikings

Feb-May



## Special Events

- Library Visit
- Viking Day run by a Viking experience specialist – Fri 1<sup>st</sup> March
- Class Show Assembly – Mon 11<sup>th</sup> March
- PGL Trip – 13<sup>th</sup>-15<sup>th</sup> March

## Art and DT

- Make an axe for Viking Day
- Design and make a Viking Longboat.
- Explore and use Viking interlaced designs on jewellery and shields.

## RE, PSHE and Citizenship

- Happy Centred Schools Programme

## PE

- Taught by specialist sports coaches
- Invasion Games – Football / Basketball

## Mathematics

- Revision of written methods for the 4 operations.
- Near differences eg 4004-3897
- Securing links between decimals, fractions and percentages.
- Open ended problem solving challenges e.g. 'Sealed Solution'
- Improper fractions and mixed numbers.
- Equivalent/Simplifying fractions.
- Statistics – including interpreting and drawing line graphs, tables etc
- Mental strategies.
- Prime numbers, square numbers and an introduction to cube numbers.

## Humanities

- This is the second part of our work in KS2 on the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor
- Viking raids, invasion and settlement
- Resistance by Alfred the Great and Athelstan, first king of England
- Danegeld, Danelaw and the changing map of Britain through the ages.
- Study Europe and wider lands conquered by the Vikings. Discuss reasons why they might target these countries.
- Longships, Runes, family life, Viking Gods and other aspects of Viking life.
- Compare human and physical Geography of these countries / regions.
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied
- Locate the world's countries, using maps to focus on Europe (including the location of Russia)

## ICT

- Using Scratch, create own short Viking game, including features like a points score and a timer.