

Knowledge Outcomes

The Viking/ Anglo Saxon period started in 800AD and ended in 1066.

Vikings originally came from Iceland, Norway, Sweden and Denmark.

The Vikings travelled across the North Sea in long boats to new settlements.

'Viking' means 'pirate raid' in Norse language.

Challenge: Three fantastic contributions that the Vikings made to the modern world were long boats, long houses and compasses.

Literacy

Spoken Language:

WALT ask relevant questions to extend their understanding and knowledge. Activities will encourage children to listen and respond appropriately to adults and their peers. Maintain attention and participate actively in collaborative conversations, staying on topics and initiating and responding to comments/Articulate and justify answers, arguments and opinions/ Use spoken language to develop understanding through speculating, hypothesising, imagining, and exploring ideas.

Reading: Main Text (Fiction)- 'The Fastest Boy in the world by Elizabeth Laird

WALT develop key skills for reading fiction text – Learning will include retrieving information from text to answer questions/ Developing inference skills and reading between the lines and look for clues in a /Make predictions/ summarise and restate the important main points in text.

Physical Development

Cricket

WALT Develop co-ordination and ability to field effectively/Learning will develop children's ability to hold and use a bat effectively

Athletics

WALT develop children's ability to jump as far as they can. Opportunities to learn to hurdle effectively /Learn to throw the javelin effectively/Develop ability to triple jump/Be able to run 400m as fast as possible /Develop children's knowledge of how to use their bodies to maximise their performance

Languages

WALT say key body part words and phrases correctly in French. Learning will include revisiting words and phrases for parts of the face/ Learn nouns for body parts/Use adjectives to describe body parts e.g. colours, long / short, left / right/Learn how to describe someone/Learn how to identify singular and plural forms of nouns/ Saying when you feel ill.

Mathematics

Number: Fractions/Decimals

Please see the termly Success and Challenge cards.

Personal, Social and Emotional Development PSCHE: *What strengths, skills and interests do we have?*

Learn how to recognise personal qualities and individuality/Develop self-worth by identifying positive things about themselves and their achievements /Understand how their personal attributes, strengths, skills and interests contribute to their self-esteem/Know how to set goals for themselves/Know how to manage when there are set-backs, learn from mistakes and reframe unhelpful thinking/Understand that treating a person differently because they are a boy or a girl is known as gender discrimination /Understand how to show their respect for diversity/Be encouraged to learn a range of sports, regardless of gender/Know that ballet is an art form for all genders/Learn about inspirational and aspirational role models within sport who represent different life choices

R.E.: Christianity –

WALT understand the question is forgiveness always possible for Christians? Understand how Jesus' life, death and resurrection teaches Christians about forgiveness/Talk about what sort of help we might need to show forgiveness/

WALT describe what a Christian might learn about forgiveness from a Biblical text

Show an understanding of how Christians believe God can help them show forgiveness.

SPRING TERM 2 Activities Traders and Raiders Year 4

Strength Lies in Difference

WALT understand and recognise racist behaviours and how to challenge them using their knowledge

WALT be familiar with these key terms and understand their meaning: Discrimination, Wealthy, Society, Perception, Stereotype, Heritage, Ethnicity and Identity

WALT understand why people travelled to and from places.

WALT understand the impact of people travelling to different places/countries (migration) has had on societies/communities.

Engage: Creative making of Viking longships

Express: Vikings vs. Saxons Day!

Understanding of the World

HISTORY:

WALT learn about Britain's settlement by Anglo-Saxons and Scots -explain key, vocabulary relating to the invaders of Britain/ explore why when and where clans invaded Britain/Place different periods of time on a timeline and remember key historical facts and some dates from a period studied.

WALT learn about the Viking and Anglo-Saxon struggle for the Kingdom of England

GEOGRAPHY:

WALT name and locate counties of the UK, key topographical features and land-use patterns, and understand how some have changed over time

Describe and understand key aspects of human geography – types of land use, distribution of natural resources (water, minerals)

SCIENCE: Sound

WALT- identify how sounds are made, associating some of them with something vibrating

WALT- recognise that vibrations from sounds travel through a medium to the ear

WALT- find patterns between the pitch of a sound and features of the object that produced it

WALT- find patterns between the volume of a sound and the strength of the vibrations that produced it

WALT- recognise that sounds get fainter as the distance from the sound source increases.

COMPUTING: iProgram

WALT understand that a program is a sequence of statements written in a programming language

WALT program a robot to execute a sequence of statements

WALT understand that computer programs consist of statements that perform a specific task.

WALT understand that statements can be altered

WALT amend an algorithm to change its outcome

WALT program a virtual robot to move and draw

WALT create a program that makes choices

Expressive Art and Design

ART: Collage

WALT select colours and materials for a collage to create effect, giving reasons for their choices

WALT refine work as they go to ensure precision
Learn and practise a variety of collage techniques, e.g., overlapping, tessellation, mosaic and montage

MUSIC: Rhythm, pitch, notation

WALT understand the differences between minims, crotchets, paired quavers and rests

WALT read and perform pitch notation within a defined range

WALT follow and perform simple rhythmic scores to a steady beat