



Under Attack!

Science 1st HALF: ANIMALS INCLUDING HUMANS.

- Describe the simple functions of basic types of the digestive systems in humans.
- Identify the different types of teeth in humans and their simple functions.
- Construct and interpret a variety of food chains; identifying producers, predators and prey

MATHS LINKS:

- Fraction of type of teeth problems
- Compare fractions of carnivores and herbivores.
- Construct bar charts comparing tooth types in humans and animals.

WRITING LINKS:

- Write a persuasive leaflet about caring for teeth

DIGITAL PUBLISHING Use 2Publish Writing project to create a healthy teeth leaflet with clipart and different fonts etc

LI: Use tables, text boxes, and borders to layout content

Science: 2nd HALF: SOUND

- Identify how sounds are made, associating some of them with vibrating.
- Recognise that vibrations from sounds travel through a medium to the ear.
- Find the patterns between the pitch of a sound and the features of the vibrations that produced it.
- Recognise that sounds get fainter as the distance increases

MATHS LINKS:

- Read and construct line graphs based noise levels in the classroom.
- Compare and order pitches of sounds using decimals.

WRITING LINKS:

- Write a poem about sound (using key words)
- Write instructions for creating an instrument with different pitch/volume

DIGITAL MEDIA: Explore the ways we can generate and/or record digital sound using a computer, iPad, keyboard etc

LI: Record and play-back sounds using digital recording device

Create musical sequences using digital tools

History: THE VIKINGS

- Know where the Vikings came from and why they attacked.
- Know the threat of the Vikings came from the sea.
- Locate the Vikings in time in relation to the Romans and the Saxons.
- Identify where the Vikings raided.
- Understand how the role of Vikings changed from raiders to conquerors.
- Understand the importance of Danelaw.
- Research Alfred the Great and Edward the Confessor.

MATHS LINKS:

- Research Alfred the Great and Edward the Confessor.
- Solve word problems about Viking life.
- Solve fraction problem involving Viking trading.

Geography: SETTLEMENT AND LAND USE

- Know the different types of settlement.
- Look at places that originated in Viking times and identify them by their settlement type. Look for Viking place names - how do we know they are Viking
- Use maps to look at the similarities and differences of different types of settlement.
- Look at the trade links between Viking countries and identify why they invaded these places.
- Look at trade links between these countries in the modern day.

MATHS LINKS:

- Construct and interpret charts about settlement preferences.
- Solve translation problems about Viking settlement patterns.

DIGITAL RESEARCH: Use interactive maps to locate key places in Viking history - plot distances travelled using online tools, add markers

<https://mapmaker.nationalgeographic.org>

LI: Use digital tools to explore and annotate digital online maps

CHALLENGES FOR THE MORE ABLE PUPILS: The Vikings

- Pretend you are a Viking, Write a letter home to explain your reasons for leaving home to live in England.
- Plan an invasion on England and justify the reasons for the locations you have invaded.
- How were the Anglo-Saxons and the Vikings similar? How were they different?
- What do you think were the 10 most important changes in Britain from 55BC to 1066?
- Why was Alfred the Great so great?

CHALLENGES FOR THE MORE ABLE PUPILS: Settlement and Use.

- Where would you choose to settle and why?
- Create your own settlement - make a map of it using OS symbols and include a key.
- Make a list Viking settlements and research their current day population and create a bar chart.
- You are a Viking. You need to invade more places to build your empire. Justify the 4 countries you choose.

Art REPEATING PATTERNS

- Use a graphics package to create images and effects with lines by controlling the brush tool with increased precision.
- Use digital media to create shapes by making selections to cut, duplicate and repeat.
- Experiment with colours and textures by making an appropriate choice of special effects and filters to manipulate and create images for a particular purpose.

DIGITAL MEDIA: Use online pattern generating tools to create repeating patterns using different layouts and motifs - save & print

<https://patterninja.com>

LI: Use digital tools to edit, crop and resize and organise images and photos

CHALLENGES FOR THE MORE ABLE PUPILS:

- Use more complex patterns and filters.
- Create original repeating patterns.
- Research the origins of repeating patterns.

D.T: MAKE BISCUITS FOR A HUNGRY INVADER (there is a plan bee scheme for this)

- Develop design criteria to inform the design of functional and appealing products that are fit for purpose.
- Generate, develop, model and communicate ideas through discussions, sketches and prototypes.
- Select and use from a wide range of ingredients.
- Investigate and analyse a range of existing products.
- Evaluate individual products against a design criteria and consider views of others to improve work.
- Prepare and cook a variety of dishes using a range of techniques.

DIGITAL DATA: Use online database (supermarket website) to collect nutritional data on a range of biscuits - organise in spreadsheet and sort by cost/price per biscuit/sugar content/ calories etc

LI: Create a simple spreadsheet to organise information

CHALLENGES FOR THE MORE ABLE PUPILS:

<ul style="list-style-type: none"> • Music: Music: Play in ensemble contexts, using their voices and playing instruments with increasing accuracy. • Improvise music for a range of purposes using the interrelated dimensions of music. • Listen with attention to detail to sounds. • Appreciate and understand a wide range of high-quality live and recorded music. • Develop an understanding of the history of music.. 	<ul style="list-style-type: none"> • Create other recipes for invaders. <p>P.E (Please follow Val Sabin's scheme of work) Dance, gymnastics, games</p>
<ul style="list-style-type: none"> • R.E: What makes me the person I am? • Who influences our life? • Who or what influenced the life of St Francis? • Who or what influenced the life of Pandurang, Shastri and Athavale? • What objects are special to the people in my community? • What things do I care about in my community? • What can I do to improve my community? 	<p>Why is Easter important?</p> <ul style="list-style-type: none"> • What is Easter and why is it celebrated? • What are the symbols associated with Easter and how do they suggest new life? • What is Palm Sunday? • What are the events of the Last Supper and how is the symbolism used today? • What were the events in the Garden of Gethsemane? • How do Christians remember and celebrate Easter today? • Why is Easter so important to Christians?
<p>Computing: Coding, Programming and Computer Games</p> <ul style="list-style-type: none"> • Create and edit flow diagrams to break down a sequence (eg traffic lights) into smaller steps • Create more complex programs using symbols and text to achieve an outcome on screen • Explore the variables in a range of simulations and relate to real life applications and situations • Create simple interactive computer games and activities <p>Identify and de-bug errors in their own/others code</p>	
<p>Entitlement and enrichment: The British museum/ visit a local settlement (e.g. a village/hamlet etc) / London Zoo</p>	
<p>Topic writing links: (please teach during Friday's literacy lesson and work in topic/Science books</p> <ul style="list-style-type: none"> • Create an information book about the Vikings. • Write an eye-witness account of a Viking raid. • Write a diary from the perspective of a Viking raider/ Viking conqueror • Write a set of rules that people living by Danelaw had to abide by • Write a letter describing living in the Danelaw • Write a fact file about Edward the confessor and Alfred the Great • Write a description of a Viking feast • Create a wanted poster of a Viking warrior • Write a diary entry from a villager's point of view about being attacked by Vikings • Write a travel brochure for a place which was a Viking settlement • Create an advert for a product that was traded in Viking times • Write an estate agent style of writing for a preferred settlement type • Write instructions for how to clean teeth 	<p>Literacy books which link to the topic:</p> <ul style="list-style-type: none"> • The Littlest Viking • Thor's Wedding Day • There's a Viking In My Bed • Vikings in the Supermarket • Sir Cumference and the Viking's Map • Hiccup • How to be A Viking • How to Train Your Dragon
<p>Maths topic Links: (work to be in topic/Science books)</p> <ul style="list-style-type: none"> • Word problems about Viking life • Fractions problems about Viking trading. • Read and write distances Vikings travelled in km. • Construct and interpret charts about settlement preferences. • Solve translation problems about Viking settlement patterns. • Multiplication / division money problems about 'Wergild' (the value set on human life based on crimes committed.) 	