English Art & Design Computing Viking art Use a variety of different To edit and improve pieces of writing. Using a variety of different Microsoft programs to create • To use inverted commas more confidently. materials to recreate Viking objects. presentations e.g. Word, Anglo Saxon Art • To look at a range of texts such as advertisements, Publisher, PowerPoint. Using different resources such as Use a range of ICT programs instructions and reports. pastels and chalk to recreate houses such as Scratch and Turtle to and clothes etc. • To use a higher level of language in writing. create movements and • To look at features within fiction and sequences. non-fiction books. **Design & Technology** Geography Linked to the Vikings and Anglo Saxons. Learning focused on Europe. Use different material **Mathematics** Identifying and locating create long ships. countries in Europe. Viking and Anglo-Saxon To recognise unit and non-fiction fractions. • Identifying and comparing crafts. To add and compare fractions. features of cities. To tell and write the time from an analogue clock. To estimate, compare and record time in terms of seconds, minutes and hours. Modern Languages Music To draw 2D and 3D shapes using modelling materials. Identify whether angles are greater or less than a right angle Music taught by Mrs Hughes. Mixing primary colours. Children will take part in Learning to count in 10s to singing. 100. Children will learn to play the Playground games Science History recorder. Vikings and Anglo-Saxons. Viking timeline Light - Children to learn how Anglo-Saxon kings **Physical Education Religious** Education light is the absence of dark (Durham) Viking life as well as how light reflects Anglo-Saxon life PE taught by Josh. Buddhism and creates shadows. Danegold Children to learn about A mixture of orienteering Earth and Space - Children to Laws and Justice Wesak, the Eightfold Path, and athletics. identify the different planets Celebrations and look closely at the solar system.