

Class 4 Autumn Term 2

What matters most – the journey or the destination?

VALUE: Perseverance

History

How do we define continuity and change throughout ancient times?

A study of Anglo-Saxon society and development:

- Fall of the Roman Empire
- Timeline of Invaders and Settlers
- Who were the Anglo-Saxons?
- Viking raids: case study of Lindisfarne, King Alfred's resistance and Danelaw
- Athelstan (First King of all of England) and King Cnut
- Edward the Confessor and events of 1066
- Source analysis of the Bayeaux Tapestry

RE

12.3 Why do Christians believe Jesus was the Messiah?

Reading and Writing

How are ancient tales rooted in their times?

How are they used to tell the story of the development of civilisations?

Beowulf - Kevin Crossley-Holland

Beowulf - Michael Morpurgo

Viking Voyagers - Jack Tite

Norse Myths; tales of Odin, Thor and Loki - Kevin Crossley-Holland

Maths

What makes a mathematician – the process of solving or having a solution?

Multiplication and Division

Fractions, Decimals and Percentages

PE

How can we measure our success through the choices we make as an athlete?

Swimming

Hockey (Arena)

DT

How can the design and manufacturing process make a product with a specific task?

Designing an alarm system to protect an ancient artefact

PSHE

How do I celebrate the successes and embrace diversions as part of my journey to my goals?

Dreams and Goals

Science

How can light be used to create atmosphere to capture the different stages of a journey?

Shadow puppet performance of ancient tales

Music

How can music be used to create a range of moods to match a journey?

Create a storytelling soundscape

