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| **Subject** | **Objectives and aims** | **Subject outcome** |
| **Literacy** | Owl Babies* Playscripts

Beowolf (Michael Morporgo)* Mythical Stories (Write, evaluate and edit)
* Poetry using alliteration

Anglo Saxons* Report writing based on their life

Visit to Sutton Hoo* Recount
 | Play scripts* Layout
* Speech
* Instructions in brackets

Poetry* Beowolf as inspiration
* Alliteration
* Playing with words
* Modern retelling

Mythical Stories* reading stories
* orally telling stories
* re-writing stories and changing details
* editing and improving their own and others work

Report Writing* Factual
* Research
* Headings and subheadings
* Formal language

Recount* First person
* Past tense
* Chronological order
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| **Maths** | Four operations - problem solving* Applying the skills they have learnt to solving word problems using all four operations and using all topics they have covered during the year

Fractions and decimals* Simplifying fractions
* Decimal equivalents to 1/10th and 1/100th
* Rounding decimals with one decimal place to the nearest whole number
* Solving fraction word problems
* Add and subtract fractions with the same denominator

Shapes – 3D* Classify 3d shapes knowing their properties
* Make 3d shape models

Geometry – Position and Direction* Draw polygons on grids with one quadrant
* Plot specified points
* Know the translation of a shape

Statistics* Represent data in a bar chart and a line graph
* Solve problems using the information on a chart
* Reading scales
* Caroll and venn diagrams and pictograms
 | * Children to be confident in age appropriate objectives
* Children to work independently to solve word problems in maths
* Children to apply knowledge to real life situations
* Children to confidently recall times tables up to 12x12
 |
| **History** | Anglo Saxons* Where were they from and where did they settle?
* Clothes
* Food
* Ceremonies
* Religion
* Everyday life
* Language
* Invasion
* Homes
* Local place names
 | * Look at maps of Europe and the UK, plot their journey and where they settled. Decide why they settled and look at the names of the places they settled in.
* How did they make their clothes and what did they wear?
* What did they eat? How did they cook? Where did they get their food from?
* What were their religious ceremonies like? In particular burial ceremonies.
* Life in an Anglo Saxon village
* Anglo Saxon runes – reading and writing
* Invasion from other tribes (Vikings)
* Building Anglo Saxon homes
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| **Geography** | * Maps of Europe and the UK
* Plot journeys taken by Anglo Saxons
* Mark the places the settled in the UK and place names (Local places names)
 | * Look at maps of the UK and Europe
 |
| **Science** |  |  |
| **Art/D&T** | Textiles – making an apron* Design, make and evaluate and apron. Making the apron, hemming using a machine. Embroidering a pocket and sewing on a badger design.

Art* Still life – looking at a selection of Anglo Saxon artefacts children sketch (using a range of materials)
 | * Design a purposeful and functional product
* Communicate their idea through sketches and mock up
* Make the item using the correct fabric and tools
* Evaluate a range of existing products before design
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| **FRENCH** |  | * Rigollo
* Using a text children translate a story and then recreate their own version adapting the text.
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| **ICT** |  |  |
| **PE** | * Swimming
* Athletics
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| **RE** | * Christianity and Sikhism
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| **Music** | * SCC music service
 | * improvise and compose music for a range or purposes
* develop an understanding of the history of music
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