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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 |
| **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 |
| **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 |
| **FRENCH** |  | * Rigollo * Using a text children translate a story and then recreate their own version adapting the text. |
| **ICT** |  |  |
| **PE** | * Swimming * Athletics |  |
| **RE** | * Christianity and Sikhism |  |
| **Music** | * SCC music service | * improvise and compose music for a range or purposes * develop an understanding of the history of music |