


Spring 1 - 'VIKINGS'

<p>As COMPUTER PROGRAMMERS we will:</p> <ul style="list-style-type: none"> • Develop our animation skills <ul style="list-style-type: none"> • Look at editing photos • Develop our typing skills 	<p>Enquiry Question – ‘Who were the Vikings and why did they invade Britain?’</p> 	<p>As MUSICIANS we will:</p> <ul style="list-style-type: none"> • Listen to and discuss pieces of music from the Carnival of Animals by Camille Saint-Saens • Compose pieces of music inspired by animals in groups • Learn about Rhythm and Pitch
<p>As AUTHORS we will:</p> <ul style="list-style-type: none"> • Develop our understanding of spelling and definitions of age-appropriate words. • Use correct punctuation and grammar to enhance writing and develop cohesion. • Carefully consider how to engage our reader. • Develop as an author through reading and experimenting with the work of other authors. • Become expert at editing our own writing and providing editing feedback for our peers. • Create our own Viking Saga story endings and Longship non chronological reports. 	<p>As MATHEMATICIANS we will:</p> <ul style="list-style-type: none"> • Develop mathematical fluency. • Explore how to recognise if a number is a multiple of 3 • Explore the fact that the 6 times table is double the 3 times table and the 4 times table is double the 2 times table. • Use known facts to become more fluent in using the 3, 4, 8, 6 and 9 times-table. • Develop our reasoning and problem solving • Make links between the 3, 6 and 9 times-tables to deepen our understanding and embed fluency with these times-tables (Year 4) • Recognise patterns 	<p>As READERS we will:</p> <ul style="list-style-type: none"> • Read as often as we can at home • Read the book Viking Boy • Become familiar with a wide range of books and poems. • Begin to discuss and analyse text, characters, plots and author’s intentions.
<p>As SCIENTISTS we will</p> <ul style="list-style-type: none"> • identify how sounds are made, associating some of them with something vibrating • recognise that vibrations from sounds travel through a medium to the ear • find patterns between the pitch of a sound and features of the object that produced it • recognise that sounds get fainter as the distance from the sound source increases. • Investigate fossils, rocks and soils 	<p>As HISTORIANS we will</p> <ul style="list-style-type: none"> • Order the Viking Timeline • Identify where the Vikings travelled and invaded • Learn about the Viking’s invasion of Lindisfarne and write a diary entry • Learn about the Viking Gods and create a fact file • Investigate Viking foods and create our own Viking menu 	
<p>As SPORTS PEOPLE we will learn about</p> <ul style="list-style-type: none"> • Dance • Team Games • Daily Mile • Health and Nutrition • Mindfulness and yoga 	<p>AS THEOLOGIANS we will</p> <ul style="list-style-type: none"> • Explore Chinese New Year • Discuss Lent and Easter • Celebrate World Religion Day – 19th January • Explore Judaism • Investigate Christianity through visual images from around the world <p>As ARTISTS we will</p> <ul style="list-style-type: none"> • Create Viking Longships from a variety of materials • Create our own dragons 	