

## Key Vocabulary

### DESIGN & TECHNOLOGY

Research, imagine  
Plan, create, test  
improve

### P.E

consistent  
down-sweep  
upsweep  
bounding  
momentum

### HISTORY

Raid, pillaged  
long ship, invade  
kingdom,  
outlawed, exile  
wergild, Danegeld

### COMPUTING

customising  
refinement  
evaluation

### MATHS

percent percentage,  
angles, polygons,  
protractor, degrees  
x-axis, y-axis  
coordinates  
x-coordinate  
y-coordinate  
translations, reflections

### MUSIC

semibreves, minims,  
crotchets and crotchet  
rests, paired quavers  
and semiquavers

### PSHE

Stereotypes  
identity

### RE

Crucifixion  
resurrection

## Key Fact

1066, the year in which King Harald Hadrada died, is often given as the year in which the Viking Age ended.

## History

- To explore the Viking and Anglo-Saxon struggle for the kingdom of England
- To explore how England became a unified country



## Design & Technology

Children will design then make their own Viking drawstring pouch.

Skills focus

- Backstitch



- Split stitch



## Stunning Start

Viking boat challenge!  
Children research some historical background about the Vikings and their ships. They complete a questionnaire on 'Who Were the Vikings' and explore the anatomy of a Viking ship.

## Excellent End

Viking boat Race!

## Vikings Summer Term 2

## Class Reader



## English

*Text: The Explorer*

*By Katherine Randall*



## Children will

- write sentences by sequencing them to form short narratives
- build cohesion within a paragraph [then, after that, this, firstly]
- link ideas across paragraphs using
- adverbials of time [later], place [nearby] and number [secondly] or tense choices [he had seen her before]

## Independent writing:

Children write an adventure story for a different character who finds themselves in a new place.