Key Vocabulary

DESIGN &MATHSTECHNOLOGYpercent percentage,Research,angles, polygons,imagineprotractor, degrees

Plan, create, test x-axis, y-axis improve coordinates

x-coordinate P.E v-coordinate

consistent translations, reflections

down-sweep

upsweep **MUSIC**

bounding semibreves, minims, momentum crotchets and crotchet rests, paired quavers

and semiguavers

Raid, pillaged

wergild, Danegeld

HISTORY

long ship, invade kingdom, Nutrients outlawed, exile energy

COMPUTING

RE Scene
Inspiration Texture
Vision Image
Scriptures Evaluation

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



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!

Design & Technology

Children will design then make their own Viking drawstring pouch.

Skills focus

Backstitch



Split stitch



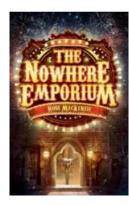
Vikings Summer Term 2

Class Reader



English

Text: The Nowhere Emporium Ross Mackenzie



Children will learn to:

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 will imagine that they are Daniel who now owns his own 'Book of Wonder'. He can imagine anything, write it down and it will appear in real life. Describe the shop Daniel creates? How can he make it a force for good?