



Skills

- Communicate clearly
- Collaborate with others
- Apply knowledge to new situations
- Make judgements and decisions
- Ask questions
- Solve problems
- Metacognition
- Reflect
- Adapt to change
- Manage goals and time
- Take risks
- Self-direct learning
- Persist despite setbacks
- Be curious
- Manage projects
- Guide and lead others
- Access and evaluate information
- Analyse media
- Create media products
- Apply technology effectively
- Perform in front of a group
- Use tier 2 and tier 3 vocabulary

Linked Text: Odd and the Frost Giants



Linked Art: Viking Carvings and pattern design.



Curriculum Learners

- ❖ **As historians**, we will learn about the Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor (Viking raids and invasion. Resistance by Alfred the Great and Athelstan, first king of England. Further Viking invasions and Danegeld. Anglo-Saxon laws and justice. We will explore the Scots invasion from Ireland to north Britain (now Scotland) and the Christian conversion (Canterbury, Iona, Lindisfarne). We will explore Anglo-Saxon invasions, settlements and kingdoms; place names and village life as well as Anglo-Saxon art and culture.
- ❖ **As geographers**, we will name and locate counties and cities of the United Kingdom (investigate where these battles took place and locate on a map), name and locate geographical regions and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land-use patterns; and understand how some of these aspects have changed over time.
- ❖ **As product designers**, we will design, create and evaluate a product, which could be worn by a Viking.
- ❖ **As artists**, we will improve our mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- ❖ **In DT as chefs**, we will prepare and cook a variety of savoury dishes using a

Key concepts

History	Geography
invasion	land use
trade	culture
kingdom/empire	travel and transport

Additional Curriculum Learners

- ❖ **As musicians**, we will play and perform using musical instruments with increasing accuracy, fluency and control.
- ❖ **As explorers of faith**, we study the RE syllabus: unit 3.1 - Remembering.
- ❖ **In computers**, we will use Purple Mash to learn how to code (3.1), be safe on the internet (3.2), use spreadsheets (3.3)
- ❖ **As linguists**, we will read and write everyday words correctly and understand short phrases.
- ❖ **As physically active pupils**, we will develop skills in Gymnastics and Brilliant Ball Skills.
- ❖ **As explorers of relationship education**, we will explore families are like and what makes a community. How do I decide what is right? **SMSC- Morality**

Supplementary Documents

Knowledge Organiser – The Vikings are Here!
 Science MTP- Plants and Light
 Science Knowledge Organiser – Plants and Light
 Knowledge Organiser – Year 3 Art
 Purple Mash Planning Materials
 History and Geography Key Questions and Concepts
 PE MTP

Tier 2 Vocabulary

advantage argue aspect assess associate dialogue disadvantage encounter external
 occupy interact unique maximise maximum minimum navigate notable quantity rouse
 significant states summary weakness

Hook Event

Classroom has been ransacked by the enemies. Training takes place to learn how to become a Viking ready to invade.

Enrichment

Jorvik Centre/Dig Visit
 Weekly ukulele/alockenspiel lessons/NAPA

Spaced Retrieval of Prior Learning

Y2 – Fire Fire
 Y2 – The Time Machine
 Y1 – Combined Quiz