



Year: 5

Term: Summer 2

Whole School Theme:



What were the effects of the Anglo-Saxon, Viking and Scots settlements in Britain?

DESIGN AND TECHNOLOGY

Create a Viking Longboat from cardboard, fabric and string

Create a Viking shield from cardboard and string

Make Anglo-Saxon food and drink (baking medieval bread)

MUSIC

Sea Shanty Showdown: write own Viking themed lyrics to match a seas shanty tune.

Organise a group to sing in harmony. Discuss pitch and tone to create a blended piece of music.

HISTORY

Finding out about Roman settlements (Using maps and place names)

Why did the Vikings raid?

How has this influenced Britain?

Alfred the Great

Explore Runes and translate them to English

What happened to Sutton Hoo? – Virtual tour of the British Museum

How did Anglo-Saxon culture shape the Western world as it is today? Explore key questions such as:

How and when did the invaders become Christians?

Were there any major differences between the Anglo-Saxon and Viking invaders?

What can archaeology tell us about the invaders?

How are we to interpret the surviving primary sources?

ART

Sketch everyday 3D objects using pencils, then progressing to detailed charcoal diagrams of Viking artefacts.

Hook into Learning:

Artefact treasure hunt
(Sutton Woo)



Topic Finale:

Sea Shanty Performance

MATHS

Geometry – Properties of shape & position and direction. Polygons and irregular polygons.

Reflection/translation and co-ordinates.

Measurement – Converting Units including kilometres, metres, litres, millilitres, kilograms and grams.

COMPUTING

Game Creator – creating a game environment and a clear quest. Edit and share the game.

SCIENCE

Properties of Materials – group materials by type. Explore changes in materials when cooked and oxidised. Discuss suitability of materials for different uses.

ENGLISH

Create step-by-step instructions for young warriors to effectively raid an Anglo-Saxon settlement!

Write a narrative piece with a focus on Viking mythology and develop a broad and descriptive vocabulary.

Explore Anglo-Saxon poetry such as Beowulf. What can we learn from poetry as a source of information?

PE: Athletics - developing consistency in different sporting events and increasing the number of techniques used for specific events in preparation for Sports Day.

French/PSHCE

Colours in French
Living in a town- transport, shops
The four seasons