

Geography

- Use world maps, atlases and globes to revise the World's continents and locate Scandinavia.
- Use simple compass directions.
- Use simple maps and observational skills to follow the routes the Vikings took.



Successful Settlers

Creative Arts & Design Technology

- Explore Viking crafts and use a range of materials to make jewellery, shields etc.
- Use a range of tools and materials to make a simple model of a Viking Longship.
- Design a 'head' for a ship; to name the ship using Runes.
- Learning Viking saga songs and chants; rhythm and dynamics.

PHSE

- How to keep safe when crossing, or playing near the road; making posters, leaflets, traffic surveys.
- Understanding the role of the emergency services, e.g. fire service.
- Create large '999' numbers filled with pictures relating to the emergency services.
- Being a 'Good Citizen'; the Smartest Giant in Town story.

History

- Label time lines, using historical vocabulary to communicate, e.g. dates, time, chronology.
- Understand the terms 'Invader' and 'Settler' and look at the reasons why groups of people came to Britain to settle.
- Use various source materials to explore the raid on Lindisfarne by the Vikings in 793.
- Recognise that there are reasons why people in the past acted as they did, by looking at the way of life in 'Coppergate' (York) under Viking rule, e.g. houses, clothing, jewellery, crafts etc.

Science

- Move objects and discuss the forces involved.
- Investigate friction through fair testing.
- Compare distances travelled by vehicles through fair testing.
- Predict and investigate what will float and sink.
- Begin to understand that some objects float because water pushes up on them.
- Investigate how to make a sinking object float.
- Investigate how to make a floating object sink.

Computing

Control Technology:

Using 'Lego' roammers; planning and creating routes.

RE

Please see Key Stage 1 RE overview document in Curriculum section of the website.