Geography

- To use maps in a variety of ways to identify Viking settlements
- To identify Viking place names
- To use Google earth and Google maps to plan a Viking journey

History

- To understand where Vikings came from and why they travelled
- To research and design a Viking settlement
- To use a range of sources to find out about the Vikings
- To order Viking raids in chronological order

Science

Forces and Motion

- Compare how things move on different surfaces
- Observe how magnets attract and repel
- Describe magnets as having two poles
- Predict if two magnets will attract or repel

Art & Design Technology

- To explore, research, design and make a Viking long boat
- To use a variety materials and resources to make a Viking shield
- Develop ideas from starting points to create a modern 'Illuminated Letter' using line, pattern, texture and colour
- Create a modern 'seascape' or 'landscape' using line, pattern, texture and colour.

Successful Settlers

Computing

- To learn about programmers and create animated story books
- To correct mistakes in animation programs
- To create an algorithm for an animated scene
- To write a programme in scratch to create an animation

PHSE

Relationships

- To know what makes someone special
- To understand and manage different feelings
- To understand choices and how to take responsibility for the choices that we make
- To understand and learn how to cope with feelings of loss

French

- Boucle D'or- Drama
- Speaking French-learning new words, phrases and simple sentences
- Writing words, phrases and some simple sentences

RE

Please see RE overview document.

Music

Viking chants, songs and percussion.

Weekly violin tuition, including musical notation.