



## English

Texts:

- **Reports**—We will read a record written by a monk, highlight important facts. We will write a short report on the arrival of the Saxons, after role-playing a conversation between the arriving Saxon and the observing monk.
- **Character profiles** - We will learn about Arthur and Alfred the Great, using a range of sources to gather evidence, organising our ideas into paragraphs. We will use adjectives, similes and metaphors to describe character.
- **Myths and legends** - We will learn about the legend of King Arthur and retell the story in their own words. We will explore how these stories change and grow over time.
- **Historical narrative** - The children will choose a character from the Dark Ages, and role play in their historical narrative. They will build a narrative around the character, including an opening (setting and character description), events and a problem, a resolutions and ending.

## Maths - Addition, subtraction, multiplication and division

### Year 3

- Times tables
- Add two 3-digit numbers crossing 10 then 100
- Subtract 3-digit from 3-digit numbers—no exchange
- Subtract 2-digit from 3-digit numbers—with exchange
- Subtract 3-digit from 3-digit numbers—with exchange
- Estimate answers
- Multiplying and dividing by 3, 4 and 8

### Year 4

- Times tables
- Add two 4-digit numbers with exchanges
- Subtract two 4-digit numbers—no exchange
- Subtract two 4-digit numbers—with exchange
- Subtract two 4-digit numbers—with more than one exchange
- Multiplying and dividing by 10 and 100, 6, 9 and 7



## Traders and Raiders

Big and strong, powerful and brave, the Saxons wave their battle axes and brandish their swords as they begin to invade Britain's shores.

Sail back to the Dark Ages, where battles were rife and fear reigned. Find out about the life of the Saxons, including how they lived and where they came from. Meet the bloodthirsty Vikings from Scandinavia—never before had such terror swept the land.

Make a Saxon sword or a Viking brooch and decorate it with intricate patterns.

Choose to be a Saxon or a Viking and trade your craft goods. But let's keep it cool—we don't want a fight breaking out!



## Computing

### Animation and Digital Images

The children will use stop motion animation to create a moving and talking King Arthur, including making character models and set.

Use the internet to source images of artefacts and create a digital museum, with short information paragraphs about each object.



## History

### Anglo-Saxons and Vikings

The children will find about about some significant events in the period of history between AD 410 and 1066. They will learn about St. Bede and why he is such an important historical figure. Children will work in groups to create information boards about the settlers everyday lives, to share with others. They will consider "Who were the Vikings?" including, ships, weapons, life for women and children, homes, farms, famous Vikings, beliefs and the afterlife.



## PE

### Hockey and Net and wall games

The children enjoy communicating, collaborating and competing with each other. They will learn how to improve and how to evaluate and recognise their own success and understand the long term health effects of exercise.

They will play competitive games, modified where and apply basic principles suitable for attacking and defending. PE lessons will be on Thursday and Friday afternoons.

## RE & PSHE

### Judaism—Moses

We will learn about the story of Moses and the exodus from Egypt. We will find out about the festival of Pesach and the Seder meal. We will learn how Moses received the Ten Commandments and begin to understand the importance of these for Jews.

### PSHE

We are looking at relationships and resilience: listening to the views of others whilst feeling confident to raise their own concerns, to recognise and care about other people's feelings and to try to see, respect and if necessary constructively challenge their points of view. We will look at and challenge stereotypes.

## Art/DI

**Patterns**—The children will look at and replicate a range of intricate Anglo-Saxon pattern work, and use them to create their own designs. They will copy these on a printing block (polystyrene/card and string etc.) and use them to print. They will research and build replica Anglo-Saxon homes and make swords and jewellery.

## Music

Listen to the rhyme "When Good King Arthur Ruled the Land", then practise performing it. In small groups, we will write our own verses based on the character of King Arthur, following the rhyming pattern, rhythm and syllable structure.



## French

### En classe.

- Continue to practise French learned in Autumn 1
- Name classroom objects
- Name colours and describe objects
- Classroom instructions



## Other Information

Christian and school Values for this term are:

Justice and resilience - being fair