

# English

## Key Areas

- Non-fiction texts/non-chronological report
- Letter writing
- Poetry
- Instructions
- Persuasive writing/debating.

## Book Suggestions

- *How to be a Viking* Cressida Cowell
- *Anglo Saxon Boy* Tony Bradman (this one might be too long).
- Children's version of *Beowulf*.

## Activity Ideas

- Write a letter from the point of view of a Viking invader.
- Persuasive writing from Anglo-Saxon to Vikings, why shouldn't Britain be invaded?
- Instruction writing, how to make a Viking longboat.
- Instruction writing, how to prepare a Viking feast.
- Non-Chronological report on a Scandinavian country.
- Debate, is it okay to invade other countries?
- Poetry, write our own versions of *Beowulf*.
- Non-chronological report on Britain and why it would be good to invade.

## Computing

- Use internet to research the design and construction of a Viking longboat and the food eaten at a Viking feast.
- Create graphs and tables showing how much Viking Plunder we found.

## PSHE and SMSC

### SMSC

- Study Christian beliefs about Christmas and compare these beliefs to Pagan beliefs.
- Discuss that different religions believe different things.
- Understand the story of Jesus' birth.

### PHSE

- Practise giving and receiving compliments.

# Geography/History

## Geography Skills

- Compare and contrast land uses of a region.
- Use geographical tools to locate a region.

## Geography Activities

- Why was Britain such a good country to invade? What were the invaders going to do once they had invaded?
- Use four and six figure grid references to locate the countries that conquered/invaded Britain. Use compass points and maps to describe the route of invasion.

## History Skills

- Understand how our knowledge of the past is constructed from a range of sources.
- Begin to appreciate the limitations of sources

## History Activities

- Find a picture/design for our Longboat, is this what they really looked like? How do we know?
- Build and design our own class longboat.

## Year 5- Autumn Conquerors



Opener: Viking Plunder Scavenger Hunt

Middle: Construction of Class Longboat

End: Viking Feast and Dress Up Day

## Science

### Living things and their habitats

- Recognise that living things can be grouped in a variety of ways.
- Explore and use classification keys to group, identify and name a variety of living things in the local and wider environment. Create our own classification key for a series of different sweets.
- Recognise that environments can change and that this can sometimes pose dangers to living things.

# Maths

## Key Areas

- Data collection
- Coordinates.
- Apply learning to solve problems.
- Number and place value
- Translation and rotation.
- Tables and graphs
- Mapping
- Shape
- Weight and measure

## Activity Ideas

- Scavenger hunt for Viking Plunder, using grid coordinates.
- Weighing our Viking Plunder.
- Making tables to record how much plunder we found.
- Translating shapes/points on a grid.
- Conquest related word problems.
- Shape, what different shapes will we need to use to make our class longboat?

## Music

### Skills

- Compose a rhythm in simple time.
- Perform in a group.

### Activities

- Compose and perform a rhythm that would help Vikings to row their longboat at the same pace.

## Art and DT

- Design and make Viking Longboat.
- Prepare food for a Viking feast.
- Design, make and decorate our own Viking Shields.
- Design and create a typical Anglo-Saxon village or castle.