YEAR 5 TERM 3 and 4

Britain 400 – 500 CE
Anglo-Saxon homelands and settlements

PICTS
BRITONS
JUTES
ANGLES
BRITONS
ENGLISH ANGLES
ENGLISH SAXONS
SAXONS
FRISIANS
Angles, Saxons, and Jutes (early 400's)
ROMANO-BRITONS
Before 500
FRANKS

Please find some information about our Term 3 and 4 Topic.

English

In English we will look at the following:
- Writing a diary entry to re-tell a battle involving Beowulf.
- Writing a newspaper report based on a Beowulf story.
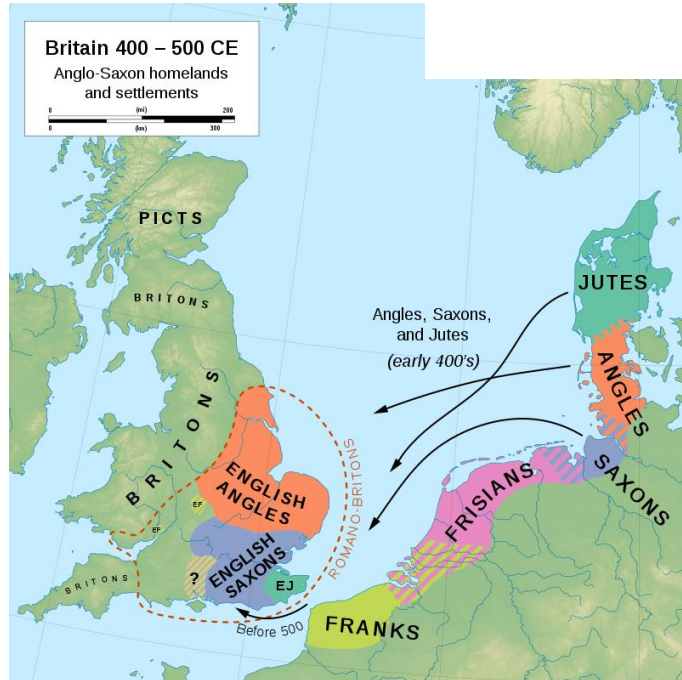- Norse Myths. We will also re-write our own section of a Norse myth.

Anglo-Saxons and Vikings:

School concepts: Power, resistance and diversity.

Humanities
In History we will investigate and answer some of the following questions:
- What was life like in the Anglo-Saxon period?
- Why did the Anglo-Saxons come to Britain?
- What was daily life like in the Anglo-Saxon period?
- How did the Anglo-Saxons react to Viking raids?
- How far did the Viking world extend?
- Was King Alfred really that great?
- How did the Saxon period end?

Geography:
We will investigate the following:
- Distribution of the Earth's natural resources
- Trade

RE: Judaism.
We will look at the Ten Commandments and explore some of the different choices people make on a daily basis- influenced by their beliefs.

Maths
Fractions
- To identify, name and write equivalent fractions
- add and subtract fractions with the same denominator, and denominators that are multiples of the same number
- recognise mixed numbers and improper fractions and convert from one form to the other.

Decimals and Percentage:
- Round decimals with 2 decimal places to the nearest whole number and to 1 decimal place
- Read, write, order and compare numbers with up to 3 decimal places.

PE: Jasmine: Creative and Physical. In P.E will be looking at how we can respond to different sporting situations, looking at ways to try and disguise the next move/ pass. We will also be looking at how skills can be transferred between different sports.

PSHE/Values
We will be exploring our dreams and goals- looking at how we can try and achieve these. We will also look at ways to keep healthy and look at ways to help maintain a healthy body and lifestyle.

ICT
Coding. We will be creating an Anglo-Saxons and Viking Quiz game on Scratch using 'if' commands.
By the end the aim is to know the following:
Selection:

- To know that a 'selection' is used to make choices depending on information.
- An algorithm can be made smarter by using IF, THEN, and ELSE functions to reiterate instruction.
- To know that a selection is a command.

Variables:

- To know that a variable is one way a computer program can use a computer's memory to store data.
- To know that you can place data (such as a number) into the variable you have created.

Science

In Science we will focus on the following:

- Being able to explain that unsupported objects fall towards the Earth because of the force of gravity acting between the Earth and the falling object
- identify the effects of air resistance, water resistance and friction, that act between moving surfaces
- recognise that some mechanisms including levers, pulleys and gears allow a smaller force to have a greater effect.

Art/DT
Modroc Art. We will be creating an Anglo-Saxon Village.

Links with previous learning
We revisit why the Romans invaded (power, expanding empire, slaves, crops – minerals and food) and we will compare this with Anglo Saxon reasons for invading.

We will re-visit the Roman legacy (roads, language, heating, water, baths, towns) and look at how life changed during the Anglo Saxon period.