Year Group - Three Term - Spring Term Name of Unit Overview - Vikings		Educating for Wisdom, Knowledge and Skills	To help grow resourceful, resilient and reflective children who are equipped with the skills, knowledge and tenacity empower themselves, their learning throughout their lives.
		Educating for Hope and Aspiration	To inspire and enrich lives beyond current opportunities and experiences in order to open minds to the potential their future holds
		Educating for Community and Living Well Together	To be a multi-cultural, inclusive community of individuals loved by God who feel valued and involved where we create qualities of character to enable people to flourish.
		Educating for Dignity and Respect	That children might know how much that they are loved and valued by so that they might show dignity and respect for themselves and others by carefully and safely thinking through their actions.

Context, Big Questions and Wider World impact

✓ How and where did the Vikings live?
✓ Using a timeline to see and understand events and times in history
✓ How, where and why did Vikings travel and raid?

Subject specific learning areas					
Science					
Prior learning and where the objectives are revisited later in the year.	Key year group learning.	Main journey of the unit			
In KS1	Can we? Focus Forces and Magnets Compare how things move on different surfaces. Notice that some forces need contact between 2 objects, but magnetic forces can act at a distance Observe how magnets attract or repel each other and attract some materials and not others. Compare and group together a variety of everyday materials and identify some magnetic materials. Predict whether 2 magnets will repel each other, depending on which poles are facing Describe magnets as having 2 poles	Science Summarise learning this unit Create a multimedia e-book combining: text, images voice recordings and shapes.			

Humanities – History & Geography		Week 1	
Prior learning and where the objectives are revisited later in the year.	Key year group learning.	Hook- Artefact evacuation and presentation To research and present a Viking artefact.	
Pupils should be taught about: □ changes within living memory. Where appropriate, these should be used to reveal aspects of change in national life □ events beyond living memory that are significant nationally or globally □ the lives of significant individuals in the past who have contributed to national and international achievements. Some should be used to compare aspects of life in different periods □ significant historical events, people and places in their own locality	Can we? History: ✓ Learn about the Viking and Anglo- Saxon struggle for the Kingdom of England to the time of Edward the Confessor ✓ Learn about how Vikings lived/travelled/raided Geography: ✓ Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical features ✓ Name and identify continents and European countries	To describe where the Vikings fit on a timeline and who was living in Britain when they first invaded. To explain how, when and why the Vikings invaded Britain. Art- Julian Opie Week 2 History To understand who the Vikings were and where they came from. To describe where the Vikings fit on a timeline and who was living in Britain when they first invaded. To explain how, when and why the Vikings invaded Britain. Art- Julian Opie	
	Arts and Design	Week 3/4	
Prior learning and where the objectives are revisited later in the year.	Key year group learning.	Geography To describe and understand key aspects of:	
Key stage 1 Pupils should be taught: ☐ to use a range of materials creatively to design and make products ☐ to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination ☐ to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space ☐ about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work	 Can we? ✓ Design and build and improve longboats and shields ✓ Create Viking patterns selecting and using charcoals and pencils ✓ To learn about Viking patterns and designs ✓ To explore different designs from the Viking period and their meanings ✓ Food technology: Cook a Viking Stew 	Human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water – learn about settlements in Viking times, from the Nordics to the UK. Name and identify continents and European countries particularly in relation to the famous Viking battles/land occupied To compare and contrast modern England and Norway – locations of Viking invasions. Art- Viking patterns/ shields Week 5 History To know why the Romans left Britain and how this allowed other groups to invade from other parts of Europe	
Computing and Technological Understanding		other groups to invade from other parts of Europe To describe how Anglo-Saxon society was organised and	
Prior learning and where the objectives are revisited later in the year.	Key year group learning.	everyday life in Britain (including governance and conflict)	

Key stage 1 Pupils should be taught to: understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ☐ create and debug simple programs use logical reasoning to predict the behaviour of simple programs ☐ use technology purposefully to create, organise, store, manipulate and retrieve digital content ☐ recognise common uses of information technology beyond school use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Can we...?

- Use logical reasoning to write simple algorithms explaining the sequence commands should run in.
- Program a sequence of actions using timings to create a simple animation.
- Write code that includes conditional events (e.g. run commands when objects hit).
- Debug programs independently so they run correctly.

https://microbit.org/lessons/nature-art-unit-of-work/

4 lessons

They create nature representations, firstly using art materials and are introduced to computational thinking and programming the LEDs on the micro:bit.

Pupils recap their understanding of algorithms before writing their own algorithms to show how they created their nature representations.

Do we know...?

To ask and answer questions about The Viking and Anglo-Saxon struggle for the Kingdom of England to the time of Edward the Confessor.

To understand the contribution of archaeology to our understanding of the past and identify objects discovered. Art- Chain mail

Week 6



Art- Printing

Week 7

History-

To explain the difference between invader and settler, and draw connections and contrasts

Compare Vikings to Stone Age hunter gatherers

Week 8

Design Technology

Design and build and improve longboats and shields – chn to choose boat or shield

Week 9

To learn about Viking designs Learn about the meanings of Viking patterns

Week 10

Trip to Ufton Court

Topic evaluation/summary activity

Week 11/12

<u>Art</u>

Food technology: Cook a Viking Stew

Easter focus

Written critique of Faberge egg design

Creating Faberge eggs from clay

Immersion Activity- What do they need to know? How are you going to start with a bang?	Excavation activity- excavate and research artefact ad present findings to the class. Discuss the pros, cons and moral dilemmas around invading spaces in which others are settled.	Trips/ Visits / Experiences Vocabulary Oracy activities	 ✓ Whole day long: Create a longboat and a classroom sized settlement with longboats/homes/sea. ✓ Cook stew ✓ Ufton Court trip Viking, longboat, timeline, Edward the Confessor, Kingdom of England, stew, freeman, warrior, thatched house, Thor, Freya, Odin, Loki, shield, sword, coins, raid 			
Discrete subject learning focus areas						
Music	Sing up Spring 1 Salsa Spring 2 The nutcracker/ from a railway carriage	RE	Spring 1 DRE Unit Concept: Celebration Key Question: Would celebrating Diwali at home and in the community bring a feeling of belonging to a Hindu child? Spring 2 UC- Concept: Salvation Theme: Easter Key Question: Why do Christians call the day Jesus died 'Good Friday'?			
PE	Jasmine Unit 3 - Cognitive skills Jasmine Unit 4 - Creative	PSHE	Health and Wellbeing - parts of the human body and the differences between males and females explain food groups and a healthy diet - the effects of drugs, caffeine and smoking on the body			
MFL	Transport					
Final quality products	Viking artworkLongboats and shieldsViking Stew	Home learning opportunities	 ✓ Bring in vegetables/resources for longboats and shields ✓ Share on Seesaw what we have been learning ✓ Create a family shield 			