

MAIN DRIVER (eg Science/Hist/Geog)

History focus

- Where Vikings came from and went too.
- What is the difference between raiding and settling
- How did Vikings live when they weren't raiding
- Norse religion
- Who was Alfred the Great
- What was Danelaw

LITERACY

- Create two TT cards with description based on Norse monsters e.g. dragon, Fenrir, Grendel, troll, giant, frost giant
- Non Chronological report on Norse Gods and Goddesses'.
- Diary entry from the view of a longboat
- Play script during a celebration/funeral
- Narrative story based on the theft of Thor's hammer

NOVEL STUDY

Grim Gruesome, Viking Villain: The cursed Sword

How to Train Your Dragon (secondary source)

MAIN OUTCOME

Write a narrative story based on the theft of Thor's Hammer

PSHE

- Developing friendships and having patience with others.

NUMERACY

- Line graphs and timetables (finish from last term)
- Short division formal method
- \times/\div by 10, 100, 1000
- Fractions
- Decimals and %'s
- Viking word problems

Food, Drink Celebration and Death

Norse lands and longboats...living on the land and going "a'viking"

Norse Gods and Goddesses (Odin, Loki, Thor, Freyja)

SPAG

- Using different sentence structures
- Using question/exclamation marks
- Using brackets, dashes and commas
- Using Y5 verb prefixes

WOW/IMMERSION

Visit to Great North Museum

Immersion area will be Viking home and longship

Viking myths and legends (monsters)

PE

Swimming

Rugby and Cricket/Tennis

Science & Geog

Geography –

- Where is Scandinavia
- Trade and travel/raiding routes for Vikings
- Discovering new lands like England (Lindisfarne) and USA (Eric the Red?)

Science

- Understanding the difference between air resistance and gravity
- Recognise friction and its effects
- Use mechanisms, levers, pulleys and gears to solve middle aged problems e.g. water from a well and grinding flower

CREATIVE

Thor's Hammer charcoal picture

Beowulf and Grendel split pastel picture

Viking warrior (or other) painting

Clay longboat

Runic tablet

ICT

- Designing a 3D Viking Village
- Using WEDO to build mechanisms levers, pulleys and gears to solve middle aged problems e.g. water from a well and grinding flower

