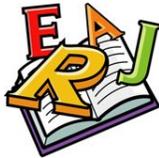


## English

### As readers and writers we will learn...

- About the story of Beowulf as a class text
- To use non-fiction texts to research the Anglo-Saxons
- To use persuasive writing to encourage warriors to join the fight with Beowulf
- To build suspense in a narrative
- To write a non-chronological report about our own mythical creatures (e.g. Grendel)



## Maths

### As mathematicians we will learn...

- To calculate the area and perimeter of shapes
- To estimate, compare and calculate different measures, including money
- To read, write and convert time between analogue and digital 12 and 24 hour clocks
- To identify lines of symmetry in 2D shapes presented in different orientations
- To recall timetable facts to 12 X 12
- To solve number and practical problems that involve all of the above and with increasingly large positive numbers



## PE/ Games

### As sports people we will learn...

- To develop skills used to play the game rugby.



### As a gymnast we will learn...

- To match and mirror movements throughout a routine

## Geography

### As geographers we will learn...

- To explain why the Saxons chose to live in one place rather than another
- To explain the difference between the British Isles, Great Britain and the UK
- To use the language of 'north', 'south', 'east' and 'west' and relate this to countries when describing the journey of the Saxons



## Year 4 Autumn 2 Curriculum

### Anglo Saxons: Saviours or invaders?

Invasions, battles and mythical monsters: Travelling back in time to imagine what life was like during the Anglo-Saxon times.



## History

### As historians we will learn...

- To identify key features and events of the Anglo-Saxon period
- To use evidence to build up a picture of the Anglo-Saxons invasions and battles
- To ask a variety of questions about the life during the Anglo-Saxons times and answer these
- To use the internet and non-fiction texts to help our learning about the Anglo-Saxons



### As home learners we will learn...

- To support our maths by practising our times tables using Times Table Rockstars.
- To practise telling the time and create instructions for an Anglo-Saxon who doesn't know what a clock is
- To make a model of an Anglo-Saxon house after researching what they would have looked like

## Computing

### As programmers we will learn...

- To design, write and debug programs to create a Saxon themed game
- To solve problems by decomposing them into smaller parts
- To confidently use a sequence in programs when creating my game



## PSHE / Circle Time

### As citizens we will learn...

- To understand the terms diversity and equality
- To understand what being part of community means
- To appreciate different identities, groups and communities



## Art

### As artists we will learn...

- To use shading to add interesting effects to my drawings of Saxon brooches including shadows
- To use carvings to a surface to create shapes, texture and pattern to create my own Saxon brooch

