

English

As readers and writers we will learn...

- About the story of Viking Boy as a class text
- To use my inference skills when reading to provide answers based on evidence within the text
- To write an explanation text to teach someone how to be a Viking raider.



- To turn my knowledge of Alfred the Great's resistance into a fictional narrative with a special visit from a mythical creature



Maths

As mathematicians we will learn...

- To use factor pairs
- To multiply by 10 and 100
- To divide by 10 and 100
- To use related facts to solve multiplication and division problems
- To use informal written methods for multiplication
- To multiply a 2-digit number by a 1-digit number
- To multiply a 3-digit number by a 1-digit number
- To divide a 2-digit number by a 1-digit number



PE/ Games

As sports people we will learn...

- To develop skills used to play handball

As a gymnast we will learn...

- To create dance routines inspired by the Vikings



Science

As scientists we will learn...

- To compare and group materials together, according to whether they are solids, liquids or gases
- To observe that some materials change state when they are heated or cooled
- To identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.

Year 4 Spring 1 Curriculum

Vicious Vikings

The Vikings are here to invade Britain!!

Who can stop them?

Discover about the Vikings' conquest of England and learn about how the Anglo-Saxons resisted their power.



History

As historians we will learn...

- To identify key features and events of the Vikings period
- To use evidence to build up a picture of the battles within the Viking era
- To offer a reasonable explanation for some events, including why the Vikings invaded Britain and the reasons behind the resistance of Alfred the Great
- To ask a variety of questions about the life during the Viking times and answer these using a range of methods



Computing

As programmers we will learn...

- To design a code to animate my name using two or more loops
- To modify a game using an infinite loop in a program
- To design and create my own game using infinite loops



PSHE / Circle Time

As citizens we will learn...

- To judge what kind of physical contact is acceptable or unacceptable and know how to respond
- To understand personal boundaries
- To describe the impact of my actions on others
- To understand how to recognise bullying and abuse (including bullying both in person and online)



Design Technology

As designers we will learn...

- I can select and use appropriate materials, joins, folds and techniques
- I can make cuts and holes accurately and precisely
- I can join materials to make products using both permanent and temporary fastenings

