

Cosgrove Village Primary School

Mathematics:

Place value, including decimals and negative numbers.
Fractions, decimals and percentages.
Ratios and scaling (Y6).
Area and perimeter.
Algebra(Y6).
Developing written methods for larger numbers in addition, subtraction, division and multiplication.
12 and 24 hour clock. Reading timetables. recognising different types of angles and triangles. Drawing and measuring angles.

Music:

Using the story 'Beowulf' we will create music to match different scenes in the story using percussion instruments.

We will research traditional Viking instruments and discuss how music was used in Viking longhouses at social gatherings.

Art, Design & Technology:

We will research Viking weaponry, what special objects the Viking's prized and used in everyday life.

Using our research we will design and create our own Viking shields, swords and even try out dying fabric using traditional Viking methods and create model costumes using the fabric work we have completed.

We will study the detail in Viking jewellery and how they used natural material and precious metals to create their adornments. We will use this to design and create Viking beaded necklaces.

English – Reading, Writing, Spelling, Punctuation and Grammar

We will explore non-fiction text and webpages all about Vikings and research different aspects of their lives. We will present our research in the form of notes and reports.

We will complete Talk 4 writing work based around non-chronological reports. Using our work, we will write non-chronological reports about our own mythical Viking creatures.

A class study of 'Beowulf' by Michael Morpurgo. We will use this story and create our own version using our mythical creature work.

Weekly comprehension activities to develop comprehension skills. Guided reading group sessions to teach reading focuses.

Weekly spelling, grammar and punctuation focuses.

Science: Earth and Space

Describe the movement of the Earth, and other planets, relative to the Sun in the solar system

Describe the movement of the Moon relative to the Earth

Describe the Sun, Earth and Moon as approximately spherical bodies

Use the idea of the Earth's rotation to explain day and night and the apparent movement of the sun across the sky.

Physical Education

Swimming:
Understanding water safety.
Developing water confidence and swimming strokes.
Tennis.
Athletics.

Religious Education

Consider the preparations and rituals associated with Bar/Bat Mitzvah and other religious ceremonies of initiation.

Focus is on the preparation and the impact that such ceremonies have on the lives of children and their families.

Understand why people want to take part in ceremonies of initiation and the responsibilities that follow making a commitment to a faith. Consider what can be learned from the ceremonies that mark special milestones in people's lives,

How to train your Viking... Class 3

Computing

Use a range of programs to support learning in the classroom and to present work in a variety of ways.

Learn how to use animation apps.

Create animations using what we have learned about Viking weapons.

Languages; French

Throughout the year pupils will participate in a range of French language learning activities including activities based around:
Listening and responding
Speaking
Reading and responding
Writing

History and Geography

Use maps, atlases and Google maps to locate countries and describe features linked to Viking times. Locate Scandinavia and the places the Vikings explored when they sailed around the world and look at the distances that Vikings travelled. Describe and understand key aspects of types of settlement and land use in Scandinavia. Discuss why the Vikings may have left their homeland and explored other countries and have a class debate. Explore why the Vikings were such a successful civilisation, their traditions, laws and religious beliefs and stories.

PHSE and British Values Education:

What does your faith say about caring for our world?
Making good choices.
Relationships.
Exploring Growth Mindset work.