**[](http://www.google.co.uk/url?sa=i&rct=j&q=Norman+invasion&source=images&cd=&cad=rja&uact=8&ved=0CAcQjRw&url=http://www.bbc.co.uk/history/british/normans/&ei=AkdTVZriKdKQ7AaEsoGYCw&psig=AFQjCNG6OqSnW6F9S8gSFg3sU3B1Aqsp1g&ust=143160742308017)Maths**

**\*Fractions, decimals and percentages**

**Recognising and comparing fractions, calculating with fractions, exploring equivalency.**

**\*Measurement-Perimeter and area**

**\*Exploring time and money**

**\*4 main operations- missing number and worded problems.**

**\*Viking shields and Norman Arches – measuring**

**\*GEOMETRY – PROPERTIES OF SHAPES**

**Comparing and classifying shapes**

**\*Investigating properties of shapes (2d) and solids (3d)**

**\*GEOMETRY – POSITION AND DIRECTION**

**Describing position and direction**

**\*STATISTICS**

**Interpreting, constructing and presenting data**.

**History**

**\*To investigate and interpret the past- Anglo-Saxons, Vikings and Norman Conquest.**

**\*Suggest causes and consequences of some of the main events and changes in history.**

**Use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history.**

**\*Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.**

**\*To understand chronology**

**\*Place events, artefacts and historical figures on a time line using dates.**

**Geography**

**Maps– European invaders and Anglo Saxon Britain**

**To investigate places and communicate geographically.**

**Human geography, including: settlements and land use.**

**English**

**Epic Poetry - Beowulf**

**Stories with historical characters**

**Recount – Sutton Hoo**

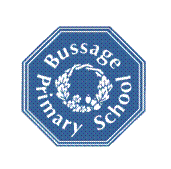
**Newspaper report - Viking Raid**

**Instructions- How to Train your dragon**

**Oral debate- Who should win the Battle of Hastings?**

**Year 3 & 4**

**Invasion!**

**Summer 2019**

**RE:**

**Unit L2.6-For Christians, when Jesus left what was the impact of Pentecost?**

**Unit L2.4- What kind of World did Jesus want**

**Computing**

**E- Safety**

**\*Scratch**

**Design programs that accomplish specific goals**

**Control or simulate physical systems**

**DT-**

**To master techniques Textiles- Create own piece of Bayeux Tapestry**

**\*Shape and stitch materials.**

**\*Use basic cross stitch and back stitch.**

**\*Create weavings**

**To design, make, evaluate and improve**

**To master practical skills Textiles**

**Join textiles with appropriate stitching.**

**Select the most appropriate techniques to decorate textile**

**Food technology- Bake cakes like King Alfred!**

**Art-**

**Create Anglo-Saxon and Viking shields**

**To develop ideas**

**Develop ideas from starting points  
throughout the curriculum.**

**To master techniques**

**\*Drawing**

**\*Mix colours effectively.**

**PE**

**Year 3- Rounders, Tennis and Athletics- Sprinting, running, throwing and jumping**

**Year 4- Games –Rounders**

**Athletics – Sprinting, running, throwing and jumping**

**Science**

**To work scientifically. Ask relevant questions**

**Set up simple practical enquiries and comparative and fair tests.**

**Gather, record, classify and present data in a variety of ways to help in answering questions.**

**Use results to draw simple conclusions and suggest improvements, new questions and predictions for setting up further tests**

**\*Test structures using forces- build a Norman Arch**

**French:**

**Ask and answer simple questions and talk about interests. Read and understand the main points in short written texts. Use a translation dictionary or glossary to look up new words.**

**Year 3 - Count to 20 in French, months, days, seasons**

**Year 4- Increasing vocabulary trough French picture books, numbers, days of the week, food.**

**PHSE:**

**Year 3- Healthy lifestyles, Keeping safe,**

**Growing and changing**

**Year 4- Relationships, living in the wider world – rules and rights**

**Music**

**Y3 & 4- To compose: Use percussion instruments? Create a rhythm, composition**

**To transcribe • Devise non-standard symbols to indicate when to play and rest**

**To describe music-Evaluate music using musical vocabulary to identify areas of likes and dislikes.**