

LITERACY

- Non-fiction linked to factual pieces of writing on the Anglo-Saxons
- Grammar and Punctuation work
- Instructions and explanations - linked to Science/DT
- 'Noah Barleywater Runs Away' by John Boyne

HISTORY

Why have people invaded and settled in Britain?

- Were the British always in Britain?
- Who were the Celts, Picts, Anglo-Saxons, Vikings and Normans?
- Investigating evidence of Anglo-Saxon, Viking and Norman invaders and settlers
- Understand the impact of immigration in Britain up to Norman times

HOW PARENTS CAN HELP AT HOME

- Discuss homework and make sure all homework is returned by Tuesday and Spellings are practised regularly for the weekly test on the Wednesday.
- Encourage your child to find out more facts about the Anglo-Saxons.
- Discuss the books that your child has chosen to read & read with them each night if possible.
- Help your child learn their times tables.

WEBSITES

<http://www.bbc.co.uk/education/levels/zb/r9wmn>
<http://www.wmnet.org.uk/resources/gordon/Hit%20the%20button%20v9.swf>
<http://www.kidsconnect.com/content/view/284/27/>
<http://www.woodlands-junior.kent.sch.uk/>

Class 4 Spring 2019 Invaders & Settlers

COMPUTING and IT

- Online Safety
How can I stay safe online?
- Hardware Investigators
- Writing & Publishing
News report, letter, email, poster

Educational Visitor

Anglo-Saxon & Vikings

DESIGN TECHNOLOGY

Food

- Explore and make dishes from around the world
- Devise and make a 'British Settlers' recipe booklet for children.

MUSIC

- Food & Drink theme
- Music compositions focussing on rhythm, tempo and harmony.

P.E.

- Multiskills-following rules and co-operation.
- Dance- respond & rehearse

R.E. & PSHCE

The Journey of Life

- How and why do people of different beliefs mark the milestones of life?
- Explore commitment and ceremonies across cultures.
Salvation in Christianity

ART

Drawing and painting

- Using different media (art pencils, charcoal) to draw detailed Anglo-Saxon objects.
- Use paint to create Anglo-Saxon shields and still life of food.

ART WEEK

NUMERACY Place value - reading, writing & ordering numbers

Problem Solving - recognise & explain patterns

Data Shape & Space

Multiplication & Division - up to 12x12, using different strategies, halving & doubling

Fractions- Equivalent

Area & Perimeter

Decimals - for tenths & hundredths percentages

Time

Mental Calculation Strategies