

Inspire awe and wonder
Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, outside learning, our locality etc.

Problem solving and thinking skills
Creative thinkers; independent learners; real-life challenge; controlled risk taking; resourcefulness; enterprise; collaboration; thinking skills, Learning Pit

Creative Arts
Dance, drama, music, art- developing the creative brain; inspiration, enjoyment and fulfilment; enhance and develop skills & talents; performance

Nurturing Responsible Citizens
Collaborative learning; care for the environment; share talents; make decisions; links in and around Leyburn, other communities and the environment

As readers, we will...

- Answer test-style questions using a range of reading skills
- Use evidence from the text in our answers
- Use our inference and deduction skills
- Retrieve information from non-fiction texts
- Share the reading of How TO Train Your Dragon

As authors, we will...

- Write explanation texts about Vikings
- Write a persuasive poster for a Dragon
- Write for a variety of purposes in History
- Develop our use of bullet points
- Develop use of persuasive language
- Explore the present perfect tense and use of pronouns

As performers we will....

- Take part in debates
- Participate in a drama performance at Dales Museum.

As athletes, we will...

- Learn how to keep fit
- Learn how to use our bodies in gymnastics

As musicians we will...

- Learn and perform a class song.

As scientists, we will...

- Identify and compare solids, liquids and gases
- Explore changes of state; relate to changes of temperature
- Identify the part played by evaporation and condensation in the water cycle

As artists, we will...

- Create art work using a computer program – Turtle Logo
- Explore the illustrations of Cressida Cowell

As mathematicians, we will...

- **Find the effect of dividing a one- or two-digit number by 10 and 100**
- **Round decimals with one dp to whole numbers**
- **Compare numbers with same number of decimal places up to two dp**
- **Solve measure and money problems involving fractions and decimals**
- **Recognise common equivalent fractions**
- **Count up and down in hundredths**
- **Solve problems involving increasingly harder fractions**
- **Add and subtract fractions with common denominators**
- **Recognise and write decimal equivalents of any number of tenths and hundredths**
- **Explore real life maths problems**
- **Keep practising our problem solving and reasoning skills.**

KEY QUESTION:

Anglo-Saxons VS Vikings – Who wins? You decide!

Year 4 Topic Planner Spring 2

Anglo-Saxons VS Vikings 6 weeks

VISITS / VISITORS: Jorvik and DIG

Subject driver: History

As theologians, we will...

Learn about and discuss the Easter story.

KEY OUTCOMES:

1. **An explanation text about what it means to be a Viking**
2. **A Debate – Who should have ruled – Saxons or Vikings**
3. **A persuasive poster**

As linguists, we will...

- Be able to say, read and write some vegetables in French.
- Be able to say what they would like in French using the phrase: Je voudrais.

As designers we will...

- Design and make bread using a Viking or Anglo-Saxon recipe

As computer technicians, we will...

- Explore and learn how to use Turtle Logo
- Follow instructions to create pictures using Turtle Logo

As geographers and historians, we will...

- Learn about the settlement of Britain by Anglo-Saxons and Scots
- Explore the Vikings and Anglo-Saxons in Britain up to 1066
- Use maps to locate the countries the Saxons and Vikings came from

As rights respecting citizens, we will...

- **Explore Article 14 in more depth – You have the right to choose your own religion and beliefs**
- **Link to religion in Viking and Saxon times**