Spring – Year 5		Raiders and Traders	Beowulf		
			Odd and the Frost Giants		
Subject		Objectives	Vocabulary: anchor	Vocabulary: goldilocks	Vocabulary: step on
Hu m an iti es	History	Were the Vikings always vicious and victorious?  To know when the Anglo-Saxons and Vikings lived and place this in relation to other civilisations on a time line.  To differentiate between Anglo Saxon and modern homes.  To understand the Vikings motive for invading Britain.	homeland settlement invasion	primary source/evidence secondary source/evidence decade century trade runes pagan warrior longhouse longboat/ship Scandinavia Norsemen	thatched fjord Danelaw
	Geography	Why and where did the Vikings settle?     To use a map of Europe to locate Viking homelands and settlements.     To give reasons for Viking locations referring to natural resources (such as food, minerals and water).			
	Languages				
	Art and Design	Can I use different materials to create texture?  To use tools to carve and add shapes, texture and pattern (cave art).  To enhance digital media by editing including sound, video, animation, still image and instillations.  To combine visual and tactile qualities.  To show precision in techniques (textiles- see prior year's skills taught).  To be able to choose from a range of stitching techniques.	carve texture pattern precision	enhance tactile	
Ar ts an d Cu Itu re	RE (Come and See)	LOCAL CHURCH – COMMUNITY - Mission	Bishop Cathedral Inspirational Baptism Inspired Memories Host Chalice Eucharist Supper Lent Self-sacrifice Holy Easter Giving Carer Cost Temptation Betrayal	Diocese Mission Christian Unity Significant Passover Pesach Vigil Liturgy	Ecumenism Gentile Memorial Sacrifice Consecration Adoration Genuflect Acclamation

			Maundy Thursday Gethsemane Crucifixion Resurrection		
	PSHE	<ul> <li>How do I become responsible?</li> <li>To understand that we are all responsible for our personal safety.</li> <li>To understand and talk about ways to stay safe.</li> </ul>			
	Music				
Sci	Science	Can we predict and justify the use of materials, based on the properties?  To use comparative and fair testing to group everyday materials based on properties such as hardness, solubility, conductivity and magnetic response.  To identify uses of materials (metals, woods and plastic) and justify with evidence.	Properties Hard(ness), Conductor/insulator Transparency Magnetic	Conductivity	
en	PE				
ce	Computing	How can you report a problem online?  To know how and when to use the CEOP report button.  To role-play online scenarios.  To understand appropriate online behaviour and discuss this.			
	DT	<ul> <li>To build on stitching techniques and create an Anglo-Saxon purse.</li> </ul>			