

English

Fiction - Myths and Legends

Mimi and the Mountain Dragon
- Michael Morpurgo.

To write a story about a monster who could be responsible for a natural disaster.

Historical Recount

A day in the life of a Viking.

Information

A factual report - choosing an aspect of Viking life. Children to research and then create an explanation page which they will then present to the class.

Music

Three Little Birds - Bob Marley

- Exploring an integrated approach to music where games, the interrelated dimensions of music (pulse, rhythm, pitch etc.), singing and playing instruments are all linked.

French

- Revise body parts, numbers to 20 and colours.
- Children to learn a simple greetings conversation and to talk a little about themselves such as how old they are and what they like to eat.

Art and DT

- Design and make a mythical Nordic monster for their own story.
- Design and make a Viking Long Ship.
- Design and make a Viking shield.
- Viking cooking.
- Viking weaving.
- Design and make a Viking pouch.

PSHE

Be Friendly, Be wise.

- The importance of friends.
- Managing anger.
- E-safety.
- Drugs education.

Science

Stand-alone investigations

- Gravity and the effects on everyday objects.
Isaac Newton.
- What happens when light travels through transparent objects?
Isaac Newton.
- Can sound travel through materials?
Alexander Graham Bell.
- Senses and reflexes reaction test.
- To investigate how germs are transferred by touching things.

History-vikings -

- Why did the vikings invade?
- Viking longboats - why were they so successful?
- Where and when the vikings invaded.
- Anglo-Saxon perspective on the raids - role play.
- Why attack the monasteries?
- Viking Gods.
- Why King Alfred 'The Great'?

Vicious Vikings!

Topic Web - Fernworthy Spring 1



Maths

- Counting and number patterns- times tables.
- Review of addition and subtraction and link to real life contexts.
- Multiplication and division strategies - then linked to real life contexts.
- Fractions.
- Time.
- Area.

ICT

Programming - create an Etch a Sketch game and Car Racing game.

Handling Data - Collect data - create bar charts, pie charts and data loggers.

Technology in our lives - Understand how the school network drive works and how to create hyper-links.

RE

Christmas

- To explore, empathise and learn from the reaction of the shepherds.
- To explore and celebrate the feast of the Epiphany.

Sacraments

- To explore different stories that identify how Jesus fed his followers.
- To explore how we share prayer and thanksgiving in the Mass and in our daily lives.

PE

Dance

Mrs Saldanha - Dance teacher - will be teaching the children each week.

Gym

- to learn to travel in different ways.
- To explore and refine jumps, turns and rolls.
- To link movements to make a sequence.
- To perform and evaluate each other's performances.