



Year: 4

Term: Summer 2

Vikings

Self Motivated	Healthy	Imagine and Create	Nurture	Exciting
Challenge ourselves to practice and learn times tables (as Year 4 is the year of the Multiplication table)	Learn about what we put in our bodies with regard to digestion.	Create projects using computing technology.	Use our Jigsaw Scheme to look at 'Changing Me'.	Use digestion to explore what the Vikings ate.

As mathematicians we will:

Explore geometry by classifying shapes—looking at quadrilaterals, triangles and angles. We will also look at shapes with regard to symmetry and translation. In addition, we will recap multiplication and division.



As writers we will:

Explore our skills as we write to entertain. We will look closely at a Viking myth—The Saga of Ragna— and we will have a go at creating some of our own. We will then move onto studying some poetry crafted from the Viking era and poems that describe some of the adventures and journeys they took.



As readers we will:

Develop our 'detective' skills to decipher what the author is trying to portray through language and structure. Also, identify themes and conventions over a wide range of genres.



As scientists we will:

Describe the parts of the digestive system, including the teeth and their functions. In addition, create food chains showing producers, predators and prey.



RE

As theologians we will:

Look at Curriculum Kernowek to explore how and why people in Cornwall mark significant events in community life.



History

As historians we will:

Explore the Viking and Anglo-Saxon settlement and struggle for the Kingdom of England, to the time of Edward the Confessor.



Geography

This is not applicable this term.



Art

As artists we will:

Work collaboratively on projects in 2 and 3 dimensions and investigate art, craft and design in the locality and in a variety of genres, styles and traditions.



Computing

As programmers we will:

Be hardware investigators! We will name the different parts of a desktop computer and know what the function of the different parts of a computer are.



DT

As designers we will:

Begin to join and combine materials and components accurately in temporary and permanent ways with some accuracy with a Viking helmet.



Music

Build performances from different periods to learn a Renaissance dance, walk down the aisle to Wagner's Bridal march and dance the Mashed Potato!



PE

As athletes we will:

Practice Athletics: we will join in with sprints, improving jumping distance and throwing accuracy.

