

Opportunities for Greater Depth/Challenge

How do we use artefacts to construct an understanding of the past.

Ratio and scale when looking at area (mapping own Anglo-Saxon village)

Comparison to life in Roman times

How did people survive (Food shelter and trade)

TASC wheel/Blooms questions. Opportunities for Mantle of the Expert

TASC wheel: Investigate the artefacts at Sutoon hoo (Compare, classify, interpret explain, theorise and conclude)

Design and make an Anglo Saxon helmet (Plan, Build construct design and evaluate)

Mantle of the Expert: A team of history researchers are commissioned by the BBC to do the background research for a series of programmes called the really interesting history



Outcomes and Impact

Caedmon's Hymn



Autumn 1

Overview

Britain's settlement by Anglo-Saxons and Scots : invasions, settlements and kingdoms and Anglo-Saxon art and culture.

English

Legends - Beowulf

Story maps

Writing own legends

Drama - Story telling

Anglo - Saxon poetry and word play - riddles and kennings

Maths

Place value

Column Addition and Subtraction

Timelines of events.

Shape linked to art.

Computing

Digital research—investigating own questions about Anglo-Saxons.

Data logging—linked to fossils.

History

- Significant individuals and invasions: King Vortigen , King Arthur, Alfred the Great.
- Anglo Saxon settlements and way of life.
- Anglo-Saxon art and culture: Sutton Hoo artefacts.



Geography

Locational knowledge

- Locate countries in Europe, countries, changes over time.
- Topographical features.

Human and physical geography

- Types of settlement and land use.

Science

- Rocks, soils and fossils
- Observe rocks and their properties, identify rocks around and how they are used.
- Sort, classify and compare rocks.
- Describe how fossils are formed.
- Recognise how soil is formed.
- Igneous, sedimentary and metamorphic rocks.
- Animals and their adaptations with links to extinction.



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Design Technology

- Caedmon's Hymns
- Anglo Saxon instruments, Horn, Flute, Drum, Lyre
- Research and design Anglo Saxon helmets
- Make a helmet, cutting and joining accurately.
- Evaluate own helmet.

Art

Art 2.1, 2.2, 2.3

- Investigating patterns
- Reflectional rotational symmetry
- Jewellery
- Broaches



Music

Mu 2.1, 2.2, 2.3

- Explore pitch, patterns and the different sounds made by different instruments.
- Explore how sounds are made and the effects of different shaped objects.
- Telling stories using music and sound effects.

RE

Hinduism: Divali

Would celebrating Divali at home and in the community bring a feeling of belonging to a Hindu child?

Christianity: Christmas

PSHE & Citizenship

Rights and Responsibilities

New Beginnings

Strengths and talents

PE

Gymnastics

Visitors/Visits

Language

Invaders, settlers, hills, mountains, coast, rivers, land use, economy, trade, map, atlas, globe, United Kingdom, Europe, Country, county, pitch, volume, vibration, sound, faint, loud, ear, air, string, percussion, woodwind, brass, insulate.