

Literacy

Creative Writing- Writing from different perspectives, selecting language and tone that are relevant to that individual. Will you be Dorothy Perkins, Dr Bonefind or the gardener?

Newspaper Report- Producing a newspaper report on the Viking's invasion of Lindisfarne. A perfect opportunity to use your inverted commas for a quote from an eye-witness.

Biography Writing- Creating a biography for the life of Alfred the Great. To provide the reader with enough detail, try including a relative clause.

Story Writing- Replicating the traditional Norwegian fairytale, 'East of the Sun, West of the Moon'. This will enable you to describe settings, characters and atmosphere.

Speaking and Listening- Debate whether various Anglo-Saxon punishments were fair. Prepare to give your opinions on this gruesome aspect of the justice system.

Comprehension Skills- Learn to make predictions on what you already know, such as who the artefacts at Sutton Hoo might belong to.

Comprehension Skills- Learn to make inferences based on the information you are given, such as was Alfred the 'Great' really that 'Great'?

Understanding the World- Science

Properties and Changes of Materials- Identifying the materials used by the Anglo-Saxons, their properties and the reasons why they were chosen.

Investigating solubility and deciding which type of substance you would use to assassinate one of the other Kingdom's leaders were you to be an Anglo-Saxon King.

Using conductors of electricity to illuminate our Anglo-Saxon brooch display.

Invaders and Settlers

Topic Web-
6 weeks



Living in the Wider World- PSHE

Looking at rules and making comparisons between the justice system of today and that of the Anglo-Saxon period.

Explaining the importance of mutual respect for different faiths and beliefs, making links to the famous Viking raid of Lindisfarne.



Expressive Arts and Design

Art- Designing and making our own Anglo-Saxon broaches.

Using clay to create Anglo-Saxon coins and constructing our own Viking longboats from cardboard.

Design and Technology- Boiling and roasting different foods as these were some of the common cooking techniques used by the Vikings.

Maths

Measurement- Understanding and using approximate equivalences between metric units and imperial units, such as the pound sterling and the Anglo-Saxon pound (equivalent to 240 silver pennies, one pound weight of silver).

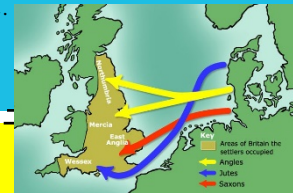
Discovering how Anglo-Saxon currency was used as part of the Wergild fine system.

Understanding the World- Geography

Locational Knowledge- Locate the countries of the world that the Anglo-Saxon tribes came from.

Identify the cities and counties of today and compared these to the seven Anglo-Saxon Kingdoms.

Human Geography- Describing the key features of a traditional Anglo-Saxon settlement and the locations of these settlements in relation to natural resources, e.g. water, food, energy and minerals.



RE

Revelation- Investigating when Christianity was first revealed in Anglo-Saxon Britain and who was responsible for this.



Enrichment

Archaeology Day- Children in Year 5 will take on the role of an archaeologist as they look for clues during a mock excavation. Using what they find, the children will attempt to discover who was buried at Sutton Hoo.