

As readers and writers we will.....

- Create a news report about a Viking raid on Landisfarne.
- Write a biography of King Alfred the Great.
- Read fiction and non-fiction books in our class library all about the Anglo-Saxons and Vikings.

As artists we will....

- Draw Viking portraits using a variety of media
- Create coil pots.

As geographers we will.....

- Explore physical and human geography - Look at different types of settlements and find out why Vikings settled there.
- Use maps and atlases to identify where Vikings and Anglo-Saxons came from, where they invaded and eventually settled.
- Search the school grounds using a map

As scientists we will.....

- Chainmail armor is like the skeleton some animals. Which animals have their skeleton outside of their bodies?
- Which parts of your skeleton protect organs in your body?



Our Learning Challenge is:

Could you have been a vicious Viking?



On computers we will.....

- Use the internet to research Viking longboats. Research size, material, shape and any special features in order to help them to design their own.
- Create a fact file on purplemash based on King Alfred the Great.

As historians we will.....

Explore the Viking and Anglo-Saxon struggle for the kingdom to the time of Edward the Confessor. Place events chronologically on a timeline. Compare and contrast life in different cultures and time periods.

As mathematicians we will.....

- Place key dates on a time line in ascending order.

As independent learners....

- Create a game suitable for ks1 or KS2 to test their knowledge of the Vikings and Anglo-Saxons.
- Design their own Anglo-Saxon/Viking outfit.
- Research the life of a Viking and compare it to modern day life.
- Create a Viking long boat, house or weapon.

As philosophers we will.....

Formulate good quality open ended questions linked to the stimulus.

Stimulus: Image of Viking children at work.