

ICT Focus:

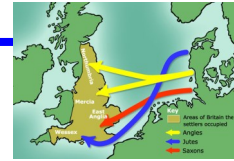
- Coding
- Research Anglo Saxon life and history



Art/DT Focus:

- Weaponry
- Textiles (designing and making Anglo Saxon style clothes)
- Anglo Saxon Knotwork Patterns

Geography:



- Then and now map work
- Identifying tribes on maps—settlements
- Identifying kingdoms on maps
- Human / physical features
- Locating countries on maps

History:

- Anglo-Saxons
- Settlements
- Place names
- Hengest and Horsa
- Village life
- Art and culture
- Laws
- How maps have changed—past and present
- Timelines of Kings
- Society



PSHE/SMSC

- Fight or flight
- Anglo-Saxons—good for Britain? Trade?
- How did invaders and settlers (Anglo Saxons and Vikings) change Laws in Britain, and to what effect?

Year 5— Branson Autumn 2

Learning Adventure: **Traders and Raiders**



P.E. Focus:

- Team Games (Mr Sleigh)



R.E.:

- Religious beliefs of the Anglo-Saxon era
- Ways Anglo Saxons worshipped

English Focus:

- Beowulf
- Legends
- Descriptive writing
- Higher range of punctuation



Music:

Program devised by Mr Baugh — 'Rock it' Music.

Maths No Problem Topics:

- Multiplication
- Division
- Word problems

Science:

- Forces

How to help at home:

- Research Anglo-Saxons and Alfred the Great
- Read daily
- Ensure homework is completed
- Discuss what the children have been learning during