Title: Settlers and invaders Class/Year: Year 5			Core Values: • Learning to co-operate well with others and to resolve conflict effectively. • Investigating and discussing moral issues and consequences of actions. • Learning about the world around us and reflecting on our experiences. • Understanding our cultural heritage and respecting our cultural diversity.	
		Hook: History - Anglo-Saxons and Vikings The children will investigate and discuss what we can learn from a range of artefacts discovered in an ancient tomb. Rationale: The children will learn about the Anglo-Saxons and Vikings and their achievements from 410 CE to 1066 CE. The first lessons explore life in England after the fall of the Roman Empire and the reasons why the Anglo-Saxons travelled to England's shores and decided to settle. This moves on to finding out how England was ruled during the settlement of the Anglo-Saxons and how they kept control of the 7 different kingdoms across the land. It finishes with a look at who the Vikings were, why they carried out raids in England and how their arrival impacted the political and social hierarchy of the time.		
	 Focus Area: Science - Living things and their habitats. The children will learn the seven life processes that distinguish living from non-living things. They will consolidate and extend previous learning on the life cycles of plants and animals, comparing and describing differences in the life cycles of mammals, amphibians, reptiles, birds and insects. They will learn how animals and plants reproduce; comparing differences and similarities between five different animal groups. Pupils will be taught to: describe the differences in the life cycles of a mammal, an amphibian, a reptile, an insect and a bird describe the life process of reproduction in some plants and animals. 		esses that distinguish living te and extend previous timals, comparing and f mammals, amphibians, how animals and plants ilarities between five es of a mammal, an amphibian,	 Focus Area: English - Beowulf, by Michael Morpurgo Using Beowulf by Michael Morpurgo and illustrated by Michael Foreman, the children will get an opportunity to discuss legends and the importance of heroic poetry in early European literature. They will go on to create a number of varied written outcomes using the text as a starting point including recounts, formal letters, dialogue, descriptions, obituaries and writing their own epic, heroic narrative using various poetic devices. References will be made to the original manuscript throughout. Supporting Focus Area: Art- Design and make a game piece for an Anglo-Saxon game. DT - Design and draw a scene from the Bayeux Tapestry, create a scene using tapestry skills.
	Discrete Teaching Programmes Maths - Daily Maths lessons. PE - Swimming/Outdoor cricket PSHE - Belonging to a Community and money & work. Computing - Operating Systems - Physical Devices Family Homework Task: To create an Anglo-Saxon artefact and present it week beginning 25 th March 2024			