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| **Curriculum Map Year 4/5 CJo Class Teacher Mrs Jones Spring Autumn 2021(1st half) Title:** Norse Adventures | | |
| **Stunning Starter:** Forest School – create a myth based around a tree and the levels of the Norse world.   |  | | --- | |  | | **Magnificent Middle –** Creating scenes in drama | **Fantastic Finish**  Make Viking shields |
| **English** Arthur and the Golden Rope by Joe Todd-Stanton. Writing outcome: To write a myth with super heroes, villains/monsters. Spelling – Apostrophes for possession. Revise Year 3 and 4 statutory spellings. Etymology. ably and ibly word endings. Homophones. Strategies for learning words. Grammar – Present perfect tense. Past participle. Progressive form of verbs in the present and past tense, Verb inflections. Handwriting – practise the second, third and fourth joins, break letters and capital letters. Class novel – Myths of Norsemen by Roger Lancelyn Green. | **Mathematics**  Multiplication and division  Fractions  Multiplication tables | **Science**  Year 4 – **All Living Things.** Grouping organisms. Changing environments. Changing environments and organisms. Natural and man-made changes to the environment.  Year 5 – **Changing State**. Using separation techniques, evaporation. Properties of materials. |
| **Knowledge & Understanding of the World including British Values**  The Vikings and the Anglo Saxon struggle for the kingdom of England to the time of Edward the Confessor.  UK countries and cities in Britain – how did places get their names (from Anglo Saxons).  **French**  **RE** How do religions deal and help with suffering? **(Islam)**  **WOW day** - Egypt | C:\Users\cja\AppData\Local\Microsoft\Windows\INetCache\Content.Outlook\TN385YWY\St Martins Infograph Puzzle.jpg | **Life Skills, Safety & Careers**  **IT** - E- safety. Create programs that alter the size of shape. Program a robot to  draw letters of the alphabet and  pick up a beacon. Program a virtual  robot to follow markers on a map and retrieve an object. Code.org – hour of code challenge.  Covid safety in school and in the community.  Water safety.  Food and Nutrition- design superhero energy food – granola or flapjack. |
| **Physical Health & Well-being**  **PE** – Football – pupils will need football boots please.  **PSHE** - Going for goals!  **Forest School** | **Community Curriculum**  **Local geography** including fieldwork – the River Dee, the water cycle. Settlements, land use, towns and cities compared with rural areas. UK towns and cities, changes of land use in history. | **Creative Curriculum**  **DT** - Viking shields.  **Music** – ‘ You make you feel my love’ performing and appraising  **Art** - Vikings, printing techniques - including great artists. Create a Working Wall using Norse symbols. |