

**JOHN HELLINS PRIMARY SCHOOL***Being the best we can be***Project Title : Venturesome Vikings - [2018 - Autumn - Year 4 - 3/4]**

Subject	Theme	Objective	Vocabulary	Resources
Art	Design - drawing, painting and sculpture	To be able to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].		
Art	Sketch book	To be able to create sketch books to record their observations and use them to review and revisit ideas.		
Computing	Computing - internet (Theme)	To understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	search engine, online, e-safety, privacy, browse, hyperlink, bookmarks, internet, password, escape	

Computing	Computing - programming using variables (Theme)	To be able to use sequence, selection, and repetition in programs; work with variables and various forms of input and output.		Lego and Makey Makey
Computing	Computing - safety (Theme)	To be able to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	password, privacy, virus, e-safety, social media, download, app, software, search engine	
Computing	Computing - using software (Theme)	To be able to select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		
Cooking and Nutrition	Cooking and Nutrition (Theme)	To be able to prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.		
Cooking and Nutrition	Healthy diet (Theme)	To understand and apply the principles of a healthy and varied diet.	savoury, reared, caught, processed	
Cooking and Nutrition	Where food comes from (Theme)	To understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.		

Geography	Map work	To be able to use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.	maps, atlases, globes, digital and computer mapping, compass, grid references,	Atlases, globes, world maps
History	Anglo-Saxons and Scots	To understand Britain's settlement by the Anglo-Saxons and Scots	empire, civilisation, parliament, peasantry, local, regional, national, cultural, military, economic, religious, social, invasion, Romans, retreat, settlement, Canterbury, Iona, Lindisfarne,	
History	Vikings and Anglo-Saxons	To know about the Viking and Anglo-Saxons struggle for the Kingdom of England to the time of Edward Confessor.	empire, civilisation, parliament, peasantry, local, regional, national, cultural, military, economic, religious, social, invasion, resistance, Alfred the Great, Athelstan, Danegeld, Edward the Confessor,	Viking Artefacts
Music	Music - history of music (Theme)	To understand the development of music within history.	genre, style, composer, classical, alternative, blues, opera, country, rock, swing, rap, disco, reggae, jazz, popular	
Music	Music - improvise and compose (Theme)	To be able to improvise and compose music for a range of purposes using the inter-related dimensions of music.	listen, review, evaluate, beginning/middle/end, verse/chorus, repetition, solo, duet, ensemble, few/many, improvise, compose, arrange, accompaniment, rehearse, perform	

Music	Music - play and perform (Theme)	To be able to play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression.	performing, duration, dynamics, tempo, timbre, texture, structure, chants, rhymes, articulation/projection, rehearsing, fast, slow, pulse, varying speeds	
PE	Competitive games	To be able to play competitive games, modified where appropriate [for example, badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.		
PE	Dance performance	To be able to perform dances using a range of movement patterns.		
PE	Outdoor and adventurous activity	To be able to take part in outdoor and adventurous activity challenges both individually and within a team.	participate, develop, tactics, attacking, defending, competitive,	
PE	Skills - athletics and gymnastics	To be able to develop flexibility, strength, technique, control and balance [for example, through athletics and gymnastics].		
PE	Skills - jumping, running, throwing and catching	To be able to use running, jumping, throwing and catching in isolation and in combination	balance, co-ordination, in-isolation, in combination, flexibility, strength, technique, control, balance, compare, improve, perform	

PE	Skills - personal best	To be able to compare their performances with previous ones and demonstrate improvement to achieve their personal best.		
RE	Aut 1 Christianity	To understand what the Christian festivals are and if they have lost their meaning in the 2020s		Cross, offertary plate, thurble
RE	Aut 1 Christianity	To understand who the disciples were and their stories		Cross, offertary plate, thurble
RE	Aut 2 Hinduism	To understand what Hindus believe about life and death - link to other religions	Brahma, Vishnu, Shiva, Avatars, Mandir, Lotus, swastika, saffron, Murti, Yoga, meditation, mantra, Rangoli, Mehndi, Holi, deities, Ganesha, Trimurti (link to maths and spellings prefixes)	Brass Om x 2, Ganesha x 2
RE	Aut 2 Hinduism	To be able to design a Rangoli pattern and know when they are used	Brahma, Vishnu, Shiva, Avatars, Mandir, Lotus, swastika, saffron, Murti, Yoga, meditation, mantra, Rangoli, Mehndi, Holi, deities, Ganesha, Trimurti (link to maths and spellings prefixes)	Brass Om x 2, Ganesha x 2

RE	Aut 2 Hinduism	To understand and discuss the themes of Hindu stories	Brahma, Vishnu, Shiva, Avatars, Mandir, Lotus, swastika, saffron, Murti, Yoga, meditation, mantra, Rangoli, Mehndi, Holi, deities, Ganesha, Trimurti (link to maths and spellings prefixes)	Brass Om x 2, Ganesha x 2
RE	Aut 2 Hinduism	To understand what happens during the Holi festival	Brahma, Vishnu, Shiva, Avatars, Mandir, Lotus, swastika, saffron, Murti, Yoga, meditation, mantra, Rangoli, Mehndi, Holi, deities, Ganesha, Trimurti (link to maths and spellings prefixes)	Brass Om x 2, Ganesha x 2
RE	Aut 2 Hinduism	To discuss if Braham is in everything and is everywhere - Brahman, deities, Ganesha, Trimurti	Brahma, Vishnu, Shiva, Avatars, Mandir, Lotus, swastika, saffron, Murti, Yoga, meditation, mantra, Rangoli, Mehndi, Holi, deities, Ganesha, Trimurti (link to maths and spellings prefixes)	Brass Om x 2, Ganesha x 2
RE	Aut 2 Hinduism	To be able to discuss if there is a soul?	Brahma, Vishnu, Shiva, Avatars, Mandir, Lotus, swastika, saffron, Murti, Yoga, meditation, mantra, Rangoli, Mehndi, Holi, deities, Ganesha, Trimurti (link to maths and spellings prefixes)	Brass Om x 2, Ganesha x 2
Science	Sound pitch	To be able to find patterns between the pitch of a sound and features of the object that produced it.	sound wave, vibration, pitch, high, low, loud, quiet.	Model of human ear

Science	Sound travel	To be able to recognise that vibrations from sounds travel through a medium to the ear.	sound waves, loud, quiet, atmosphere, ear drum, voice box, source.	Model of human ear
Science	Sound vibrations	To be able to identify how sounds are made, associating some of them with something vibrating.	vibrations, vibrating, particles, volume, sound source, pitch, frequency, conductor, insulator,	Model of human ear
Science	Sound volume	To be able to find patterns between the volume of a sound and the strength of the vibrations that produced it.	vibration, high, low, loud, quiet, ear, ear drum,	Model of human ear
Science	Sound volume	To be able to recognise that sounds get fainter as the distance from the sound source increases.	vibration, high, low, loud, quiet, ear, ear drum,	Model of human ear
Science	States of Matter - heating and cooling	To be able to observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C).	solid, liquid, gas, heat, cool, change, melting, evaporating, condensation.	Thermometers, pipettes
Science	States of Matter - solids, liquids and gases	To be able to compare and group materials together, according to whether they are solids, liquids or gases.	heat, cool, Celsius, degrees, evaporation, condensation, temperature, water cycle, solids, liquids, gases, water, ice, vapour, precipitation	Thermometers, pipettes
Science	States of Matter- water cycle	To be able to identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.	precipitation, condensation, evaporation, water, rain, sea, lake, river, ice, snow, ocean.	Thermometers, pipettes

Notes : This Autumn term we our project is called the 'Venturesome Vikings' with our question being 'Could we survive in Viking times?' We will start the term off with our superb starter which will be creating our own Viking shields using papier mache and learning about the significance of the colours and symbols that are used on them. Our mix it up middle will be a clay week, we will be creating our own dragon eye sculptures that would be used on longboats to deter enemies. And finally, our enthralling ending we will create and enjoy a Viking feast. This will involve bread and stew making and reciting poetry and singing and most importantly dressing up. We may even get a visit from a real life Venturous Viking at our Viking feast. Our classroom environment will be Viking themed including a longboat and rune stone forest corner to inspire the children throughout the project. We will do this further by using such texts as Riddle of the Runes, How to Train your Dragon and Beowulf. There will be many opportunities to improve our writing skills this through looking at characters and settings in stories, writing diary entries and describing the different states of matter of water. During our science lessons we will be exploring and identifying the different states of matter followed by discovering how sound is created. Our history work will be an in-depth study of the Vikings, Danelaw and how the Vikings and Anglo Saxons struggled during the reign on Edward the confessor. Our Music lessons will focus on looking at Nordic and Viking music where children will then go on to compose and create their own piece of music. During our Art lessons we will work with clay; exploring textures using different methods to create an eye for the dragon head of a Viking longboat. Our Geography focus will be to have knowledge of how and where to access digital maps. We will also be learning how to use four figure grid references, symbols and a key on a map. In our Computing lessons we will focus on filming and editing using the iMovie app. We will look at the features and the importance of sequencing and create a movie where children will create their own movies looking at day to day activities in Viking times and today and how they differ. In RE we will be looking at Christian festivals and celebrations and asking how the significance of these have changed in 2022. We will also be looking at Hinduism and their belief systems and asking the question 'Is there a soul?' In PE this term we will be playing netballs and football focussing skills, rules and how to work effectively as a team.
