History	Science				Geography
 (Invaders) Our topic will investigate the following areas in detail: Life before the Anglos 	 Evolution and Inheritance – how animals have evolved and why do we have the same colour eyes as our parents. Electricity concentrating on circuit diagrams and symbols used within circuitry. We'll also look at the benefits and dangers of electricity and sustainable power sources. 				 Locational Knowledge Place Knowledge Compare the United Kingdom with European Countries: Scandinavia Locate the world's countries, using maps to focus on Europe/Scandinavia Children use world maps and European
 Who were the Anglo-Saxons? 	Literacy – Class Novel: "How To Train Your Dragon." Cressida Cowell.				
Life in Anglo EnglandWhere is Lindisfarne and why was it	Narrative Influences	Non-Fiction	Poetry	Communication	 maps to identify where Saxons and Vikings originated. Concentrate on the environmental regions, key physical and human
 attacked? Great Britain under Danelaw Why was Alfred considered to be 'Great' What happened in the time between the Vikings and the Normans 	Myths and Legends: Study of Quest legends and writing a multi directional story. We will link our narrative work to the influences found within our Guided Reading books where possible.	Persuasion: What did the Vikings do for us? Evaluate the impact The Vikings had on England. We will use the internet to lear about the Anglo Saxons and Vikings and what legacies they left behind.	 Learning and performing choral Revising the rules of poetry and looking at alternative poetic structures. 		 characteristics, countries and major cities: why did the Saxons and Vikings leave Scandinavia to travel to England. Human geography including types of settlements and land use, economic activities like trade links and the distribution of natural resources including energy, food, minerals and water: how and what did they trade with before invasion. Where and why did they choose certain places to settle in?
French	Y6 Spring Term 2019 Planning Grid - 'Invaders'				
 Naming parts of the body Revising Numbers Naming Zoo animals Recognising letters in the alphabet Recognising vowel sounds Communication games Singing French songs 	Super Start: Art and Craft: We will use the website to research where the "Make a Viking Long Anglo Saxons where in Shropshire			Fab Finish: Animated Film or	 Programming using Kodu and Espresso Coding Learning about technology and its impact on our life Using the internet to help research topic work Learning more about online safety and keeping safe
Art	Maths PE				
 Printing Viking Patterns Painting Animation scenery 	Geometry:Fractions: Adding,Decimals: andMeasurements:Position and Dividing FractionsPercentage, Algebra and order of operationsconverting and understanding measurement involved in scale and ratio.			verting and erstanding surement Ived in scale	 Fundimental skills – playing games to develop tactics, ball skills, defence techniques. Net and Ball skills

D&T	RE	PSHE	Music
 Looking at and understanding mechanisms levers and cogs with the intention of building a catapult. Creating a wheelchair for Hiccup (main character from How to Train your Dragon) 	 How does religion affect my life? How does a religious belief influence how someone lives their life? How do people express their beliefs about what they believe to be true? Promotion of tolerance and understanding 	 Learning about Refugees and their stories Money Matters – learning about earning money, recognising the value of money, what lending and borrowing means and achieving goals. We will also look at deductions and expenses Who likes chocolate? – learning about the difference between rich and poor nations, trade across the world, global footprints, food shortages and hunger, fairness and responsibility and what is in the news 	 Exploring rhythm and pulse Exploring loops and electronic sounds Using sequencers and merging sounds Predicting sounds and music in the future