

SAXON INVASION!

Year Groups: 3/4	Term: Autumn	Theme: Anglo Saxons
Curriculum Objectives		Links to English and Maths
<p>Art objectives:</p> <ul style="list-style-type: none">to improve their mastery of art and design techniques, including drawing and painting with a range of materials <p>Design & Technology objectives:</p> <ul style="list-style-type: none">use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groupsgenerate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided designselect from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accuratelyselect from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualitiesInvestigate and analyse a range of existing products.evaluate their ideas and products against their own design criteria and consider the views of others to improve their work <p>History objectives:</p> <ul style="list-style-type: none">Britain’s settlement by Anglo-Saxons and Scots. <p>Music objectives:</p> <ul style="list-style-type: none">Improvise and compose music for a range of purposes using the inter-related dimensions of music.appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions and from great composers and musicians.Listen with attention to detail and recall sounds with increasing aural memory. <p>RE Objectives:</p> <ul style="list-style-type: none">Make clear links between the story of Noah and the idea of Covenant.Make simple links between the promises in the story of Noah and promises that Christians make at a wedding ceremony.Make links between the story of Noah and how we live in school and the wider world.		<p>English:</p> <ul style="list-style-type: none">BeowulfThe Buried CrownSaxon house for sale- persuasive writing techniques. <p>Maths:</p> <ul style="list-style-type: none">Measurement.Time (days of the week)

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Lesson	Subject/s	Learning Objective	Lesson	Subject/s	Learning Objective
1	History	To create a timeline of Britain and place the Anglo-Saxons on it. What do we know about the Anglo-Saxons? What do we want to find out?	11	History	To learn about Alfred the Great and his rule over Britain.
2	History	To know where the Anglo-Saxons came from and why they settled in certain areas. To know where and why the Anglo-Saxons invaded Britain.	12	History	To learn about Anglo-Saxon beliefs. To know that the days of the week are named after Saxon God's. To find out about the Gods.
3	History	What was life like in a Saxon village? What sort of houses did they live in? What were the houses made from? What were the jobs of the people who lived in the villages?	13	Music	To understand timbre in a piece of music. What does this mean. Listen to a variety of pieces of music and give feedback about what they think- focusing on timbre.
4	D&T	Children to develop annotated sketches to describe how they are going to make their own Saxon house.	14	Music	To compose a piece of music entitled a day in the life of an Anglo-Saxon. Focussing on the timbre of the music- can they come up with some events that might be happening? What would these sound like?
5	D&T	Children develop ways of joining and choosing materials to produce their own Saxon house.	15	History	To know about the Significance of Sutton Hoo. To know what it is and what people think may have happened there. To read information and extract key points.
6	History	What can we find out about the Anglo-Saxons and Scots from artefacts? Look in detail at artefacts. What do they tell us about Anglo-Saxons?	16	Art	To use sketching to develop proportion and detail to produce sketches of Anglo-Saxon boats.
7	Art	To sketch the design of an Anglo-Saxon piece of jewellery.	17	D&T	To research boat Anglo-Saxon boat designs. To sketch a design for a boat.

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8	History	What did the Anglo-Saxon people eat? How would they get food? Design their own Anglo Saxon menu for the day..	18	D &T	To research materials that could be used and their properties. To come up with a design criteria.
9	Geography	To identify the locations of the main Anglo-Saxon settlements. Why do you think people settled in these places? Why were locations chosen as places to live?	19	D &T	To make their boat reflecting on design materials and what they want their boat to look like aesthetically.
10	History	To know about the way Anglo-Saxons ruled Britain. How is this different to rule today?	20	D & T	To reflect on their boat evaluating it against the design criteria.