

How do you make an Anglo-Saxon scream? Autumn 2



In **History** we will be learning to understand the concepts of continuity and change over time, representing them, along with evidence, on a time line.

In **French** we will be learning to read, write and say basic conversational phrases.

In **Science** we will be learning about forces and levers to help us make a catapult.

In **PE** we will be learning to play handball and choose and combine techniques in game situations (running, throwing, catching, passing, jumping and kicking, etc.).



In **Art** we will be learning to combine painting and sculpture skills to create a Viking board game. We will be learning how tints, tones and shades affect the mood of a piece and how to use tools to carve and add shapes, texture and pattern to clay.

In **D.T.** we will be learning design, make, evaluate and improve a catapult out of wood.

Star Words
invade settlement
nationality lever
chronology
continuity and change
force

Linking our Learning

Maths: Using knowledge of measure and division to create our board game.

English: We will be writing a story set in Viking times.