

Key questions:

When and why did the Vikings come to Britain?
Were the Vikings raiders, traders or something else?
Where did the Vikings go? How did they get there?
Why are there different Viking sagas explaining the same event and what does this tell us about the Vikings?
What were the impacts of Viking raids and settlements on local communities in Britain?
What were the Vikings' achievements and how did they impact the world?



Key vocabulary:

- Viking
- Raider
- Trader
- Settler
- Invader
- Ocean
- Environment
- Water cycle
- Renewable energy
- Habitats

Science Vocabulary:

Materials

- soluble/insoluble
- filtration
- reversible change
- irreversible change

Forces

- Gravity
- Air resistance
- Water resistance
- Friction
- Accelerate

Vikings and Oceans

**Were Vikings raiders,
traders or something else?**

Why do oceans matter?

Learning events:

26th September: Chailey open evening 5pm
4th October: Harvest Assembly 9.45am
7th-11th October: Scholastic book fair
22nd & 24th October: parents evening 3.45-6.45
25th October: INSET day
26th-1st November: Half term
4th November: INSET day
27th November: Badger Class assembly 9.10am and Viking Day

Cross-curricular links:

English: Exploring and writing generated from key texts and animations: Oktapodi; Viking Boy; Christmas Miracle of Jonathon Toomey.

Maths: Place value, addition and subtraction, multiplication and division

Science: T1 - Materials: grouping, sorting and classifying materials; investigating soluble and insoluble materials; reversible and irreversible materials. T2 - Forces: how forces can be transferred through mechanical devices.

Art: Artist focus – Andrew Logan

Design Technology: Viking longboats

Music: Sussex Music School will be teaching music lessons every Wednesday in Term 1.

Geography: Oceans: We will be exploring the importance of our oceans and how they have changed over time with a focus on the Great Barrier Reef, specifically addressing climate change and pollution.

History: Vikings: We will be investigating what the Vikings were really like, creating a Viking trade route game, writing a version of a Viking saga, evaluating the impact of the Viking invaders on Britain and displaying the achievements of the Vikings in a 'Viking achievement gallery'.

Computing: Computing Systems; Video production