

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:

18th September: Chailey open evening 5pm
3rd October: Harvest Assembly 9.45am
6th-9th October: Scholastic book fair
21st & 23rd October: parents evening 3.45-6.45
26th October Half term
11th November: INSET day
27th November: Badger Class assembly 9.10am
Viking Day TBC

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 Thursday 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