



HOOK

Beowulf - story
telling around
the campfire.

MFL -French-
Y3 – Colours and
numbers 13 -31
Y4 – Classroom
instructions and
classroom objects.

Maths

BIG MATHS (place value; addition/ subtraction/
multiplication/division)
Topic: Y3 Geometry and Statistics
Y4 Data Handling, Measures, Area and Perimeter

English

Norse myths and legends
Narrative Poetry - Beowulf
Instructions - How to catch a dragon
Non-chronological reports - Dragons

Science

Electricity - investigating circuits; conductors and
insulators; dangers of electricity. Thomas Edison

Art and Design

Studying the Oseberg tapestry
Master techniques - cross stitch; sketching
using line/tone/texture
Drawing - sketching long ships: cross
hatching/shadowing

Geography

Locate where the Vikings and the Angles +
Saxon people originated from; Anglo- Saxon
place names (settlements and kingdoms)

WHO'S THE KING OF THE CASTLE? Y3 AND Y4

History

Focus on the ongoing struggle for power
between the Anglo-Saxons and the Vikings
(parallel timelines)
Anglo-Saxon invasions and kingdoms
Viking invasions
Anglo-Saxon resistance - Alfred the Great
and Athelstan
1066 - The Norman invasion + the Battle of
Hastings

PSHCE

Families and Friendships, Growing
and Changing, Safer Relationships
(RSE units)



RE

Kingdom of God – The story of Pentecost
Salvation - the Christian idea that Jesus
came to save people; Easter story

Computing

Code – create a Viking themed game (Race to
the finish); E-safety

Music

Y3- Charanga; Three little Birds;
Dragon Song
Y4 – Charanga: Stop!; Lean On Me

DT

Make a Viking longship–
measure/cut/join/finish

