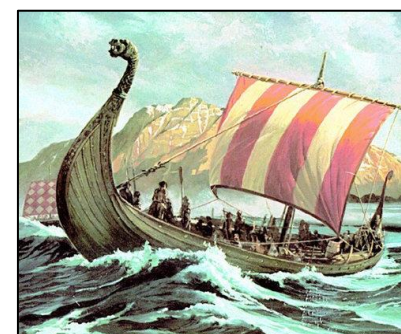
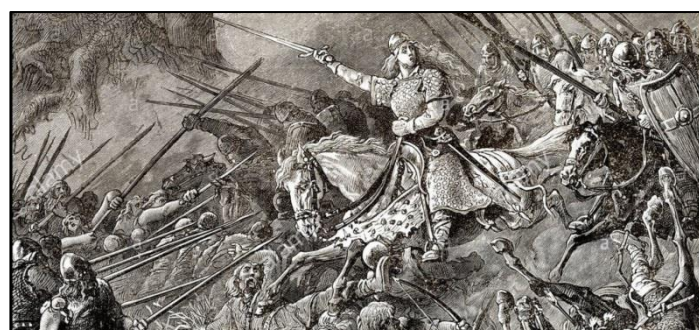


The Viking Invasion

Year 4 Charlies & Foxes
Theme 3 - 2018/2019

Big Picture: After a couple of hundred years of relative stability, the kingdoms of Britain face a new threat in the form of vikingar warriors who have gone a-viking! Norse and Danes pour into the British Isles, just as Geats and Swedes invade Europe. The Viking Age has begun – and the British Isles will be changed forever.



Mantle

The character of Ealdorman Durwyn of Wessex will guide us through Alfred the Great's rise to power and his struggle to contain the Viking threat. Through conversations with the ealdorman, children will gain an insight into the life of Anglo-Saxons and Britons as the raids of the Danes and Norsemen develops into a full-scale invasion. Durwyn will give children tasks to complete on behalf of King Alfred - success will mean victory for Wessex!

Other experiences

Visit: Children will have the chance to see armour and weapons from the Viking and Saxon Age first-hand as we visit the Royal Armouries in Leeds.

Role Play: Children will explore the difficulties in negotiating peace between the Vikings and the Anglo-Saxons.

Key aspects of learning across the curriculum

We will continue to develop our key skills of:

- Enquiry
- Problem solving
- Creative thinking
- Information processing and computing
- Reasoning
- Evaluation
- Self Awareness
- Managing Feelings
- Motivation
- Empathy
- Social skills
- Communication

As good citizens we will explore how laws and justice have changed since the days of the Saxons and Vikings.

As historians we will explore place names and how they can be used as evidence of settlement by different cultures. We shall investigate how important historical figures, such as Alfred the Great, Guthrum and Æthelflæd, influenced the world around them.

As geographers we will explore how rivers and roads were used to navigate the British Isles quickly, and how control of a river led to control of the land.

As artists we will replicate Viking and Celtic knotwork patterns, and Saxon zoomorphic patterns in different media.

As design technologists we will create meals from the Saxon age (with a modern twist, like electric ovens).

As readers we will explore tales from Norse mythology, making comparisons with the Anglo-Saxon pagan gods, and other European myths.

As data handlers we will create a branching database of Anglo-Saxon kingdoms and their rulers.