

Medium Term Planning		Year 4 Learning Journey Map		Term: Spring 1	Weeks: 6	
Mapping curriculum content-knowledge and skills; creating cross curricular links; generating learning opportunities; composing the bigger picture						
Teaching and Learning Principles and Curriculum Driver						
Equality of Opportunity Raising pupil aspiration through inspiration, enjoyment and fulfilment; Access to academic excellence; Opportunity to enhance and develop skills/talent; Developing dedication and resilience	Enquiry Based Learning Creative thinkers; Real life challenge Risk taking; Resourcefulness; Enterprise; collaboration; Independent; Fostering and applying thinking skills	Inspire awe and wonder Use stimuli to motivate and inspire- visits, visitors, artefacts, books, videos, plays, role play etc.	Force for Positive Change			
Throughout our learning journey, resources, artefacts, costumes and D&T equipment have been purchased and rented for all children to explore and enjoy in lessons.	Since this learning journey is heavy with history, the children will be able to ask historical questions and use enquiry based lessons to find out the answers for example: Why did the Anglo-Saxons invade Britain?	A variety of historical artefacts and costumes will be a part of our weekly lessons. We will also be doing a rendition of how both the Anglo-Saxons and Vikings invaded.	There are a variety of ways the children can be forces of positive change through looking at current immigration issues and laws, creating new ideas to help our children that are new to English and looking at the history of sewing.			
YEAR Title: Anglo Saxons and Vikings		Key Curriculum Areas: History, D&T and RE		Maths <u>Place Value:</u> -counting in multiples of 6, 7 and 9 -decimals with money and using rounding to the nearest 10 th and 100 th <u>Addition and Subtraction:</u> -adding and subtracting numbers up to 4 digits using a formal method -using addition and subtraction to solve reasoning and multi-step worded problems <u>Multiplication and Division:</u> -factor pairs and commutativity (9x2=18; 2x9=18) -formal method of short division <u>Geometry:</u> -identifying different angles		English <u>Poem:</u> Kenning poems of Anglo-Saxons <u>Narrative:</u> -Setting description based on the novel ‘Anglo-Saxon Boy’ by Tony Bradman -fronted adverbials, pronouns, expanded noun phrases, variety of sentences and conjunctions, apostrophe and direct speech -Character description based on our class novel using the above grammar features <u>Non-Fictional News Paper Report:</u> -Sutton Hoo Findings -fronted adverbials, time conjunctions, direct speech and subordination <u>Reading:</u> Daily guided reading sessions and whole class reading sessions
Big Bang Anglo-Saxon and Vikings invasion	History -Conflict and invasion: looking at the invasion story of the Anglo-Saxons and Vikings in Britain -Chronology and interpreting the past: investigating why the invasions occurred and where these invaders came from -Exploring a range of artefacts to understand ways of life -Understanding the impact the Anglo-Saxons and Vikings have on today		Art Art Opportunity -taking inspiration from others -practising the skill of sketching -sketching a personal pattern on a shield		Music -using a guitar properly -identifying various stings (E, B, G) -playing open-string pieces -playing using both thumb and walking fingers	
School Trip/Special Events Anglo-Saxon and Viking day	D&T: Sewing Tunics -take inspiration from others and evaluating how tunics are made/sewn -practising sewing skills -planning and creating our tunics RE: Islam -religious practices like prayer -the five pillars of Islam		PSHE- Dreams and Goals -creating and planning steps for future goals -understanding and dealing with disappointment		Languages -identifying and describing pets -learn, recall and describe clothing and uniforms -to express and write what they like and dislike	
Celebration Culture Day Celebration with Fashion Show	PE 4M and 4B Swimming Indoor- Healthy lifestyle: Re-telling a story Outdoor- Invasion Games: Hockey Keeping possession, marking and tackling, controlling and receiving					
Computing – staying safe online, programming: children will design and create programs that accomplish specific goals like controlling or stimulating physical systems						