

## Maths

- Place value
- Addition and subtraction
- Recap known times tables: 2, 3, 4, 5, 6, 9, 10, 11

## History

- The Settlements of Anglo-Saxons and Scots
- Kingdoms, settlements, village life, language, religion, art and culture

## Science

- Electricity
- Safety
- Working scientifically: simple circuits, conductors/insulators and switches

## Entry Point:

- Discovery of Anglo-Saxon hoard.

# Were the Anglo-Saxons really smashing?

## Anglo-Saxons and Scots

Yr 4: Autumn 1<sup>st</sup> half

## Literacy

### Books:

- *Monster Slayer*
- *How to be an Anglo-Saxon in 13 Easy Steps*

Writing for a variety of purposes including: descriptive writing, diaries, recounts, instructions and non-chronological reports

## Art/DT

- Design and make shields
- DT – warning signals: making simple circuits and switches

## Computing

- E Safety

## Geography

- Identify European countries linked to Anglo-Saxons
- British Isles boundaries and how they changed over time (maps)

## Enrichment

- Exit point – exhibition of work for parents