

Ships, Smugglers and Scavengers Branscombe Spring 2017

Possible Activities

Standard and non-standard measurements of length, weight, capacity on board a ship. Converting measurements from imperial to metric. Planning the cargo (linked to the Napoli) and adding and subtracting weights.
Fractions to balance a boat (e.g. *four fifths: how many tenths?*)
Planning rations for a voyage – *How much will each person get?*
Sharing a hoard between the warriors
Taxes and percentages

Possible Activities

Experiments with electrical circuits and using symbols to interpret and draw circuit diagrams.
Who were the Vikings and where did they come from? Why were they so successful? How did they live? Compare Vikings with Anglo-Saxons. Order events on a timeline. Investigate primary and secondary sources of information, especially artefacts. Role play a Viking burial.
Investigate clashes between the Vikings and Anglo-Saxons such as King Alfred and King Athelstan.
Investigate Viking warriors and long ships. Compare maps of different sizes and scales (e.g. European, British and local).
Investigate traditional jobs in Devon and local customs and celebrations such as festivals and carnivals.
Investigate jobs such as lacemaking, fishing and farming.
Interpret the story of John Hurley, customs officer
Write reports about smugglers and the Napoli to mark the ten-year anniversary.

Possible Activities

Explore moral issues such as slavery – linked to Viking topic and the story of Moses.
Watch extracts from 'The Prince of Egypt' and explore the story of Moses using role play ('hotseating' characters), pictures and discussion.
Discuss and explore vocabulary such as 'morals', 'principles', 'values', 'justice', linking this to our own experiences as well as those of people we read/ learn about (e.g. Desmond Tutu, Aung San Suu Kyi).
Rate the Ten Commandments in order of importance, giving reasons for our choices.
Explore / discuss current issues of justice and freedom, such as those relating to refugees and fair trade, linking this to British values, such as individual liberty, religious tolerance and the rule of law.
Create artwork on the theme of justice and freedom.
Setting and achieving a personal goal. How do we plan to ensure we achieve?
How can we make/ earn money? Discuss how we spend money and the importance of saving money.
Enterprise projects to raise money for charity.

DEN activities

Viking Longship – write a ship's log, role play using Viking puppets, 'Viking Voice' newspaper.
Design and make a game around customs officers and smugglers.

Mathematical Development

(Problem solving, reasoning and numeracy)

Explore numeracy skills through investigation in the classroom and in the outside environment.

Knowledge and Understanding of the World

(Geography, History, Science)
Local Geography – maps, features and places
The Vikings
Devon jobs: lace-making, farming and fishing
History – smugglers scavengers and salvaging
Festivals and carnivals

THE VISIT/VISITOR

Viking warrior visit

Boat trip to view local smuggler caves

Understanding of Faith Belief and Cultures

How do we make moral choices?
The story of Moses, the Exodus and the Ten Commandments.
What is Humanism? The Golden Rule.
Exploring the themes of justice and freedom in the Old and New Testament.
Money matters – ways of making money, saving money and making a budget plan.
British Values focus- individual liberty

Computing Activities

Algorithms: introducing an algorithm as a sequence of instructions by drawing crazy characters.
Coding: program an animation of a Viking raid and learn about programming and sequencing in Scratch.
Debugging: use logical reasoning to detect and correct errors in algorithms used to draw pictures of 3D shapes.
Selection: create a maths quiz, learning how to use selection commands to control the flow of a program.
Variables: use variables in programs to make a scoring system for the Maths Quiz.

Possible Activities

Ongoing handwriting and spelling, grammar and punctuation exercises, linked to topic work where possible.
Reading folk stories and classic tales.
Write a story, poem and information text about a dragon or monster. Use speech punctuation appropriately for direct speech.
Write formal and informal letters for different purposes.
Write a narrative poem about an imaginary or folk hero.
Read stories and poems about dragons, ships and smugglers and sea monsters.

Communication, Language and Literacy

(Speaking and listening, reading, writing)

'Dragons: truth, myths and legends' – writing a defeating the monster tale or a fantasy story
Narrative poetry – 'Beowulf' and 'A Smuggler's Song' by Rudyard Kipling
Reading and writing letters – 'Ask Dr. Fischer'

Possible Activities

Learning the basic Gymnastic shapes, balancing, jumping & rolling.
Creating and performing routines with partners or in groups

Physical Development

(PE, Growth and Health)
Gymnastics

Possible Activities

Design and make a moving toy that works using a cam mechanism.
Design and make a tapestry square to contribute to a class altar cloth.
Design and make an embroidered picture to illustrate a myth, legend or folk tale.
Sing songs related to the theme of dragons.
Listen to, compare and describe different versions of the same song.
Learn hand signals to help discern changes in pitch.
Practise clapping and playing rhythm patterns and reading musical notation to play the recorder.

Creative Development

(Art, D&T, Music, Role Play)

Cam toys – continued from last term.
Sewing: tapestry, embroidery and cross-stitch.
Recorder lessons – pitch, rhythm and musical notation.

Modern Foreign Language – French

My Family – *Ma famille*
Learn naming words for family members, talk about own family and interview others about theirs. Read and write about our families.

Where I live: *Où habite tu?*
Learn vocabulary for places (e.g. town, village, city, country) and different types of houses.
Use prepositions in sentences to describe the where I live.