

Warriors and Wild Water!	Project overview	Hook	Text(s)	Maths overview
Year group 4	The aim of this project is to establish the history of Vikings and for children to be aware the water is recycled.	Carousel of Activities Residential	How to Train Your Dragon Atlases	time measurement - capacity fractions times tables
Driving question	Key Vocabulary	Intended outcome		
Is invasion always wrong?	evaporation, condensation water cycle, convection Temperature, degrees, Celsius erosion/transportation river/river bed/river beach/cliff, load/deposition	By the end of the project children will be performing the water cycle song, sharing their DT projects from home and debating our driving question	Resources	Areas of learning <i>subjects</i>
How old is our water?	Farming/crops Invasion/invading Settlement/settlers, trading Raiding/raiders, Conquer longship/shield, Figurehead		Plastic bags Saucepan Glass ice	Science Geography History Maths Music DT Computing
How does learning build on prior understanding? Other year groups and other learning?	Content What will we learn?	Creativity How will we show our learning in different ways?	Ethos How does the project embed our values?	How will this project prepare for future learning?

<p>Y1 - building on identifying materials such as water</p>	<ul style="list-style-type: none"> ● Understand learning about history comes from a range of sources and to guide better historical questioning ● Learn about Viking raids, invasions, trading and settlements 	<p>Outside learning/drama - recreate invasion Singing and performing Create scratch Viking invasions Paint and weave whole class water picture</p>	<p>Resourcefulness - to think creatively for drama Resilience - to keep trying to sing together, in time to the music and keep in your own part of the canon Responsibility - to be aware of choices and actions when doing art and DT</p>	<p>Geography KS3</p>
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