

Warriors!	Project overview	Hook	Text(s)	Maths overview
Year group 4	The aim of this project is to establish the history of Vikings.	Carousel of Activities Residential	How to Train Your Dragon Atlases	measurement - capacity fractions times tables
Driving question Is invasion always wrong?	Key Vocabulary Cliff erosion/stacks, stumps, tide, caves, arches, Farming/crops Invasion/invading Settlement/settlers, trading Raiding/raiders, Conquer longship/shield, Figurehead Major cities Tropics of Cancer/Capricorn equator	Intended outcome 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> History Geography Science 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>Clay work Create a longboat and sail it Cooking viking food Singing and performing a water cycle song Create Scratch Viking invasions</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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