

Numeracy and mathematics

Numeracy

Number and Place Value

Estimation and Rounding

Mathematicians and early numerical systems

Number Order

Addition

Subtraction

Mathematics

Mathematicians and early numerical systems

Time

2D and 3D shape

Data-handling

Symmetry

P.E. and Health

Learning about body awareness, sequencing and co-ordination. Playing coding games.

Taking part in weekly Jigsaw lessons learning about friendships, managing feelings and anti-bullying.

Theme

Vikings

P4

French

Learn traditional French songs,

Make a French classroom display,

Ask and respond to greetings and questions about age and name in French both verbally and written.

Literacy and English

Listening and Talking

Understand and use topic specific language related to Scottish Vikings.

Share information about Vikings and say what I would like to find out.

Reading

Read for information about Vikings.

Organise information about Vikings under headings.

Writing

Write a diary entry about a day in the life of a Viking slave.

Write a newspaper report about a Viking raid.

Create a Viking character and write a description of him/her.

Create an imaginative story about a Viking.

Plans will adapt in response to the interests of the children.

Social Studies

Explain what we have learned from some archaeological discoveries and list examples of reliable and unreliable historical evidence.

Discuss reasons people move to different countries.

Find out why the Vikings travelled to different countries.

Research and label on a map the locations that the Vikings travelled to.

Understand the Vikings place in Scottish history using a timeline.

Compare and contrast aspects of Viking daily life with life in modern times.

Research a famous Viking warrior.

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Technologies

Search for facts and images of Vikings.

Create a model of a Viking longship.

Follow a sequence of instructions/algorithms.

Create a recipe with a sequence of algorithms for someone else to follow.

Play coding games.

Collect, group and organise items based on criteria.

Understand the importance of computers in society and what they are used for.

Program a Beebot to complete a journey.

Expressive Arts

Create a 3D picture of a Viking ship at sail.

Create a portrait of a Viking.

Create a Viking Ship figurehead.

Design and create a Viking shield.

Write name in Viking Runes.

Recreate a Viking artefact using clay.

Understand how sound is made

Understand what pitch is and how to change it

RME

Learn about Christian worship, artefacts and symbols.

Learn about key Christians celebrations.

Learn about fairness, equality, independence, kindness, responsibility and respect.