

Ships, Smugglers and Scavengers Broadhembury KS2 Spring 2017

Possible Activities
On-going mental maths exercises linked to topic where possible
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

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 about a dragon or monster linked to 'How to Train your Dragon'.
Write formal and informal letters for different purposes.
Write a narrative poem about an imaginary or folk hero.
Use speech punctuation appropriately for direct speech.
Read stories and poems about dragons, ships and smugglers a

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 etc.
Interpret the story of John Hurley, customs officer, linked to 'A Smuggler's Song'
Write reports about smugglers and the Napoli to mark the ten-year anniversary.

DEN activities
Viking Longship – write a ship's log.
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.

Communication, Language and Literacy
(Speaking and listening, reading, writing)
Narrative poetry – 'A Smuggler's Song' by Rudyard Kipling
'Dragons: truth, myths and legends', 'How to train your dragon' and 'Dragonology' – writing a fantasy story and non-fiction book.
Reading and writing letters – 'Ask Dr. Fischer'

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
Festivals and carnivals

THE VISIT/VISITOR Viking warrior visit Boat trip to view local smuggler caves

Physical Development
(PE, Growth and Health)
Dance
Yoga

Possible Activities
Creating a dance inspired by: Vikings battle and Dragons
Using different dance techniques such

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 the 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.
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.

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.

Creative Development
(Art, D&T, Music, Role Play)
Cam toys
Sewing: tapestry, embroidery and cross-stitch.
Ukulele lessons – pitch, rhythm and musical notation.

Possible Activities
Design and make a moving toy that works using a cam mechanism.
Design and make a tapestry square to contribute 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 new chords and songs to play.
Compose a Viking inspired piece of music.

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.

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