

## Science – Sound

### TASC – To design and make a musical instrument to accompany Anglo-Saxon storytelling

- Identify how sounds are made, associating some of them with something vibrating
- Recognise that vibrations from sound travel through a medium to the ear
- Find patterns between the pitch of a sound and features of the object that produced it
- Find patterns between the volume of a sound and the strength of the vibrations that produced it
- Recognise that sounds get fainter as the distance from the sound source increases

#### Additional information

- children will use their knowledge gained of musical instruments to create an instrument which can accompany Anglo-Saxon storytelling, e.g. Beowulf (links to Literacy and Music)

## Numeracy

Fractions, decimals and division - using quantities for Anglo-Saxon banquet  
Roman Numerals - link time period to Saxon times  
Area - area of land for farming/settlements  
Multiplication - link word problems to Saxon life

## Literacy

### Traditional Tales - Myths

Beowulf

### Writing and Performing a Play

write a playscript telling the story of a banquet

### Take One Book

Story of Robin Hood

# Year 4 'The Smashing Saxons' Spring 1



PSHE/SEAL  
- Antibullying

Foreign Language  
French

R.E  
Sikhism

## PE – TASC – To create and perform an Anglo-Saxon dance to perform at the banquet

- Perform dances using simple movement pattern
- Perform dances using a range of movement patterns
- Compare performances with previous ones and demonstrate improvement to achieve their personal best

## Music

### TASC – Take part in a Beowulf musical performance

- Listen with attention to detail and recall sounds with increasing aural memory
- Develop an understanding of the history of music
- Play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression

## History –

### TASC – To create an information booklet which informs parents of an Anglo-Saxon 'banquet of knowledge'

- Britain's settlement by Anglo-Saxons
- Anglo-Saxon invasions, settlements and kingdoms; place names and village life
- Anglo-Saxon art and culture

#### Additional Information

- Children will be learning about who the Anglo-Saxons are and why they came to Britain
- Discussing how Anglo-Saxons chose their settlements
- Learning about the village life and the different roles and jobs that Anglo-Saxons had
- Learning about crime and punishment in Anglo-Saxon time
- Holding an Anglo-Saxon banquet with fancy dress and food tasting

## Design and Technology

### TASC: To design and make a musical instrument to accompany Anglo-Saxon storytelling

- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- Select from and use a wider range of tools and equipment to perform practical tasks
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures

## Computing – Multimedia

### TASC – Use multimedia (comic life) to create a comic telling the story of Crossacres Anglo-Saxon Banquet

- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information