**Music, Drama and Dance:**

* Viking music and folk dance.
* Dramatic re-enacting of a warrior battle scene.
* Presentation of mini-topic work.
* Mime.

**Geography:**

* Locate Europe and Scandinavia.
* Identify where the Vikings came from. Plot their journey to Britain.
* Identify Viking settlements and look for the Viking place name endings on local maps.

**Science:**

* How did the Vikings navigate the world?

**R.E.**

* Viking religion – Nordic beliefs.
* Norse Gods and Goddesses.
* Viking Creation myth.

**Computing:**

* PowerPoint (PPP) aspects of Viking Life
* Use a search engine effectively.
* Use a range of software to design visually appealing texts.

**History:**

* Place the Vikings on a timeline. Use chronological knowledge to pace events in order accurately.
* Examine artefacts and ask valid historical questions.
* Viking raids and invasions (Where did they come from? Where did they invade? Settle? Why did they leave Scandinavia?)
* The beliefs and weapons that were used by the Viking Warriors.
* Viking Long ships, journeys.
* Viking leaders and explorers.
* Viking farm settlements and the daily life.
* Viking traders, routes and markets.
* Alfred the Great. The Danes. Danelaw and Jorvick
* King Cnut
* William the Conqueror and the battle of Hastings.

Who were the Vikings and what effects did they have on Britain?

**Maths:**

* Viking themed problems.
* Measures – calculate the distances between Nordic Countries.

## Decoding using Viking Runes, puzzles.

* Co-ordinate navigate the Viking Long ship, find the hidden treasure, create and measure a Long ship.

**Art, design and technology:**

* Viking shield and helmet designs.
* Make their own rune stones in clay.
* Prepare and cook their own Viking meal.
* Design a figurehead for the front of a Viking long ship.
* Sketch Viking Settlements.
* Draw illuminated Heads, letters and patterns. Create their own.

**English:**

* Use non-fiction to research, skim, scan and gain information about the Vikings.
* Use dictionaries to check the meaning of words that they have read. Word derivations (etymology).
* Creating information and explanatory texts. Min Topic projects. Use devices such as headings, sub-headings and labelling.
* Old Norse language.
* Biography of King Alfred
* Newspaper report on the raid of monastery/Lindisfarne.
* Beowulf
* Arthurian Legends: King Arthur and the Knights of the Round Table.