



Invaders Year 5

Essential Knowledge

By the end of this unit children will know...

- Use atlases, pictures and the internet to establish routes taken by the invaders and discuss the issues they faced showing an understanding of causes and consequences of the end of the Roman occupation in Britain.
- Use observational skills to draw houses and artefacts, research skills to develop an understanding of life in an Anglo Saxon village. Develop knowledge of nets and structures to plan. Design and reproduce an Anglo Saxon settlement.
- To begin to understand the role of an archaeologist to piece together information and create a picture of the past.
- To use research skills, skimming and scanning, word derivations to write a set of instructions to be followed by someone else, to write a diary entry in role, create a news report showing an understanding of the main events and facts associated with the early invasions of Britain.

Launch

Visits and experiences:

Visit Anglo Saxon settlements – e.g. Wallingford (Oxfordshire).
 Recreate invasion of Britain, wearing clothes and shields of invaders.
 Visiting chef – to make Anglo Saxon meal.
 Links with local secondary schools – for cooking experience.

Explore

Watch archaeology programmes e.g. Time Team, to understand how artefacts and findings inform about the past.

Energise

Visit a local museum to look closely at Anglo-Saxon artefacts. Represent these artefacts as drawings and present to parents as an art gallery.

Celebrate

Invite parents and carers into school for a celebration event, including; food tasting, playing strategic board games, evaluate settlements, sharing knowledge.

Core Subjects:

Links to theme

English

- Journalistic Writing – Children will write newspaper reports about the Anglo-Saxon invasion of Roman Britain
- Diary—Children will write a diary entry for the day in a life of an Anglo-Saxon child.
- Instructions—children will write instructions for building an Anglo-Saxon house and instructions for playing the Anglo-Saxon game Taefl.

Mathematics

Measures

- Measuring dimensions for Anglo-Saxon shield and the Anglo-Saxon house.
- Children read scales on measuring equipment when measuring quantities for the Anglo-Saxon recipes.

Ratio

- Scale recipes up and down.

Science

Design Technology

- Research skills to develop an understanding of life in an Anglo Saxon village. Develop knowledge of nets and structures to plan. Design and reproduce an Anglo Saxon settlement.

Invaders Year 5: Theme Content

Personal Development

Spiritual

- Find out about the beliefs of the Anglo-Saxons (Gods and goddesses).
- Children find out about other polytheistic religions.

Moral

- Is it ever morally right to invade another country? Discuss issues linked to this including war.

Social

- Children will work collaboratively. On a number of different projects e.g. Anglo-Saxon food, playing the game Taefl and presentations.
- Can the children produce rules or suggestions for working as part of a group?

Cultural

- How has the culture of the UK been enriched by invasion/immigration? Give examples of this.
- How can different cultures live together harmoniously.

Foundation Subjects

History, Geography and Citizenship

History:

- Looking at the historical reasons for invasion.
- To begin to understand the role of an archaeologist to piece together information and create a picture of the past.

Geography:

- Use atlases, pictures and the internet to establish routes taken by the invaders and discuss the issues they faced showing an understanding of causes and consequences of the end of the Roman occupation in Britain.

Art and Design and Design Technology

- Use observational skills and a range of different artistic techniques to draw houses and artefacts.
- Design an Anglo-Saxon shield.

Music, Languages and Physical Education

- Use knowledge of other languages to identify the origin and support the translation of Anglo-Saxon place names.

Computing

- Use computing techniques to create final presentations based on learning (celebration event).

Invaders Year 5: Links to National Curriculum Framework

Core Subjects:

English

- To write in a journalistic style.
- Use the techniques that authors use to create characters, settings and plots.
- Identify the audience for writing.
- Choose the appropriate form of writing using the main features identified in reading.
- Note, develop and research ideas.
- Plan, draft, write, edit and improve.
- Guide the reader by using a range of organizational devices including a range of connectives.

Mathematics

- Rigorously apply mathematical knowledge across the curriculum, in particular in science, technology and computing.
- Use and apply measures to increasingly complex contexts.
- Solve problems involving the relative sizes of two quantities where missing values can be found by using multiplication and division facts.
- Measure, compare, add and subtract mass (Kg/g).

Science

Design Technology

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or a group.
- Generate, develop, model and communicate 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, such as cutting, shaping, joining and finishing, accurately
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Foundation Subjects

History, Geography and Citizenship

History

- Use sources of evidence to deduce information about the past.
- Select suitable sources of evidence, giving reasons for choices.
- Seek out and analyse a wide range of evidence in order to justify claims about the past.
- Describe the main changes in a period of history (using terms such as: social, religious, political, technological and cultural).
- Use literacy, numeracy and computing skills to an exceptional standard in order to communicate information about the past.
- Use original ways to present information and ideas.

Geography:

- Name and locate some of the countries and cities of the world and their identifying human and physical characteristics, including hills, mountains, rivers, key topographical features and land-use patterns: and understand how some of these aspects have changed over time.
- Describe how countries and geographical regions are interconnected and independent.
- Describe and understand key aspects of human geography including: settlements, land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water supplies.
- Identify and describe how the physical features affect the human activity within a location.
- Use a range of geographical resources to give detailed descriptions and opinions of the characteristic features of a location.

Art and Design and Design Technology

Art and Design:

- Develop and imaginatively extend ideas from starting points throughout the curriculum.
- Use a choice of techniques to add interesting effects.

Music, Languages and Physical Education

- Use the context of a sentence or a translation to work out the meaning of unfamiliar words.

Computing

- Use many of the advanced features in order to create high quality, professional or efficient communications.

Invaders Year 5: Assessment Opportunities/Tasks within Theme

Core Subjects

English

- Children to produce a news report based around the Anglo-Saxon invasion of Roman Britain.
- Children to produce a set of instructions for building their Anglo-Saxon village.
- Write a first-person diary account based on life as an Anglo-Saxon child.
- Children plan and write a set of instructions for playing the Anglo-Saxon game 'Taefl'.

Mathematics

- Accurately measure ingredients for Anglo-Saxons meals using the correct units and identifying the scale.
- Use understanding of ratio to scale up and down an Anglo-Saxon recipe.

Science

Design Technology

- Create a model of an Anglo-Saxon house or village.
- Design and make an Anglo-Saxon shield.
- Prepare an Anglo-Saxon food dish using appropriate techniques.

Foundation Subjects

History, Geography and Citizenship

History

- Explain how life in Roman Britain differed from life in Anglo-Saxon Britain using evidence from a range of sources.
- Find out what life would have been like for a person living in Anglo-Saxon times—use information to support diary account in English.
- Use historical research to create factfiles based on Anglo-Saxon Gods and Goddesses.
- Use historical research to find out more about the types of food Anglo-Saxons would have eaten.

Geography:

- Use a range of maps to identify physical characteristics of the landscape of Britain and relate to their Anglo-Saxon names.
- Using a map of Europe, identify countries and explain where different invaders of Britain came from.

Art and Design and Design Technology

Art and Design:

- Produce detailed drawings of Anglo-Saxon artefacts using a range of artistic techniques.
- Design an Anglo-Saxon shield.

Music, Languages and Physical Education

- Use knowledge of other languages to identify the origin and support the translation of Anglo-Saxon place names.

Computing

- Use computing techniques to create final presentations based on learning (celebration event).