

Entry Task

What does it mean to 'invade'? What do we already know about invasion? Can you create your own invasion game?



Invasion



What to revisit?

Year 3— archaeology, primary & secondary sources, artefacts, invasion,
Year 2— defence, timeline, chronology, historical source,

Threads

Ruler, Resistance, Invasion, Settlement, Legacy, Crime and Punishment, Trade, Comparison, Belief

Big Question

What impact did the Anglo-Saxons and Vikings have on Britain?

Who were the Anglo-Saxons and why did they invade Britain? Where did they settle? Why did they choose to settle there?

What was an Anglo-Saxon house like? How do we know this? What evidence remains? How did Anglo-Saxon dwellings compare to those built by the Romans? Was this progress?

How was Anglo-Saxon Britain ruled? Why was there more than one king? Were all the Kingdoms united?

What evidence remains of life in Anglo-Saxon Britain? What can this tell us about Anglo-Saxon Art and Culture? (Beliefs) What significance do artefacts found at Sutton Hoo have?

How did Anglo-Saxons punish crime? How does this compare to the Romans?

Why did the Vikings invade Britain? Where did they come from?

Were Vikings really brutal invaders? Did they meet any resistance? What was the danegeld and why pay it?

How did the Viking ability to sail influence their trade links? How did Viking trade compare to Roman trade?

Can I evaluate my final product against the design criteria? Can I give others feedback and suggest areas for improvement?

What did Anglo-Saxons and Vikings leave behind? What is their legacy?

Can I stitch my purse together and use fastenings and finishing techniques to create my final product?

Can I choose from a range of materials and organise equipment needed for my project? Can I create a template and cut out pattern pieces using pinning and tacking?

If Alfred was great, was Athelstan even greater? (Ruler)

Can I work collaboratively to create a design criteria? Can I design a stone age bag, practicable for a Viking, and provide reasoning for my design choices?

Who was Edward the Confessor? What impact did his death have? (Ruler)

Can I explore a range of existing bags, evaluating materials, fastenings and finishing techniques? Can I practise a range of stitches and fastenings?

Who was Barthélemy Thimonnier? What impact did he have on the fashion industry?

Can I name natural and synthetic fibres, comparing advantages and disadvantages? Can I explain what types of materials were used to make stone age garments?

Celebration/Evaluation

Write a non-chronological report based on the Vikings and Anglo-Saxon to show what children have learnt.

Curriculum Passport Challenge

Children will participate in an 'Anglo-Saxon Day' being given the opportunity to dress up and take part in a range of activities that Anglo-Saxons would do.

Key Vocabulary

As a historian, I will understand and use...

Anglo-Saxon, Jutes, Angles, Picts, Pagan, Monastery, convert, fertile land, Viking, invade, settle, raid, Danelaw, Danegeld

As a designer, I will understand and use...

stitch, design criteria, running stitch, back stitch, cross stitch, pinning, tacking evaluate, intended purpose, properties, freehand sketch, Barthélemy Thimonnier, fashion. Garments, pattern piece, template, fastenings, finishing techniques

DRIVER SUBJECTS ARE: HISTORY & DT