

Year 3 Summer Term 1 - Parent Information

Traders and Raiders!

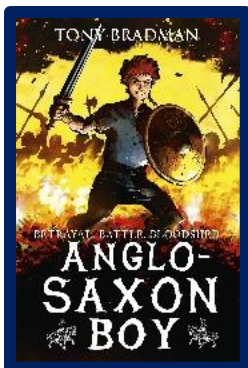
Big and strong, powerful and brave, the Saxons wave their battle axes and brandish their swords as they begin to invade Britain's shores. Sail back to the Dark Ages, where battles were rife and fear reigned. Find out about the lives of the Saxons, including how they lived and where they came from. Make a Saxon purse and decorate it with intricate patterns. Check out Saxon weapons, way of life and how art developed through this period of history. Are you ready to shine a light on the dangerous and deadly Dark Ages?

During this half term, we'll write instructions about being battle ready, examine the role of a housecarl and we'll find out about key dates. Using online maps, we'll plot the location of Saxon forts and draw our own sketch maps. We'll make replicas of Saxon money bags and explore knot patterns. When we learn about the Legend of King Arthur, we'll retell the story, and write character portraits about Alfred the Great.



Helping your child prepare for their project

Watch out – the Saxons and Vikings are invading! Why not visit your local library together to see if there have been any Saxon or Viking invasions in your area? You could also find out more by visiting your local museum to explore Saxon and Viking connections further.



Our Class Novel – Anglo-Saxon Boy

An action-packed Anglo-Saxon tale of one boy's journey to the Battle of Hastings in 1066. The story of one Anglo-Saxon boy's journey to the Battle of Hastings in 1066: Key Stage 2 History brought to life as battle-packed adventure. 1065: Magnus is the son of Harold Godwinson, lord of the Southern Saxons and ruthlessly ambitious claimant to the throne of England. Overnight, Magnus finds himself cast centre-stage in the blood-soaked family feud that led to one of history's most famous battles. This is the family tragedy behind 1066: live it with Magnus, as the wolves of history close in on his Anglo-Saxon boyhood.

Curriculum Themes for this half-term	
Memorable experience	Residential to Birdoswald Roman Fort; Fun and Fitness Week
Innovate challenge	Creating replica Anglo-Saxon money bags
English	Persuasive writing; instructions
Maths	Money; time
Science	Plants
A&D	Textiles; Knot patterns
Computing	Desk Top Publishing: manipulating and changing information
Geography	Mapwork exploring forts and Anglo-Saxon place names
History	The Anglo-Saxons
PSHE	Rights and Responsibilities
Music	Learning the recorder with increasing independence – composing and improvising using 3 notes
French	'Tu as un animal?' – talking about pets