

## Mythical Creatures Case Study

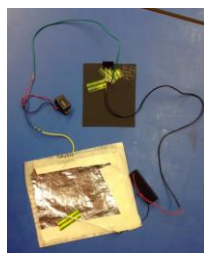
The first topic that Year 4 chose in 2021 -22 was '**Mythical Creatures**'. Our 'Hook' was an afternoon spent using technology to create our own mythical creatures. Then, after reading *The Hippocrump* by James Reeves, we each wrote a poem about our creature. We studied the Michael Morpurgo version of Beowulf in **English** lessons before writing our own descriptions of Grendel and devised an information sheet to help Beowulf defeat this beastly creature.



To complement the fact that the original Beowulf dates back to Anglo-Saxon literature, we explored the key question of *Did the Anglo Saxons ruin Britain?* within our **History** sessions.

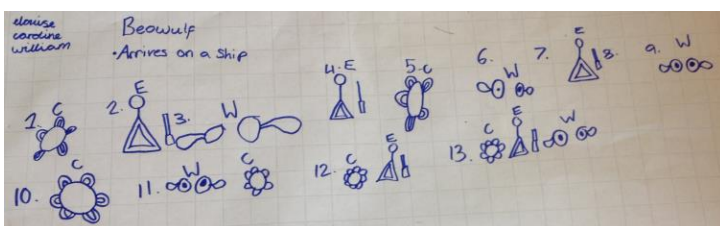
For our 'End Goal' we visited Stubbington Outdoor Centre and used our learning to complete an archaeological dig, write in runes, construct a wattle and daube wall, create shields, weave... We also took part in some team building tasks.

After considering how to keep ourselves safe in **Computer Science**, we learnt where electricity comes from; how switches work; which materials allow electricity to flow through them and which items use electricity to work in **Science**.



**Design Technology** saw us using our Science learning to design and make an alarm to protect Heorot Hall from Grendel.

In **Art** we studied Jacob Epstein before producing a bust of Grendel and we then used our digital literacy skills to make a computer-generated background for our sculptures.



In **Music** we Identified the rhythm, beat and time signature of Peer Gynt, The Hall of The Mountain King and used our own music notation to compose a short piece of music to describe Beowulf's arrival at Heorot Hall..