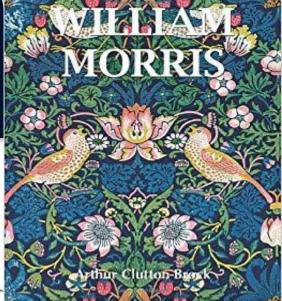
Vile Victorians!









Areas of learning

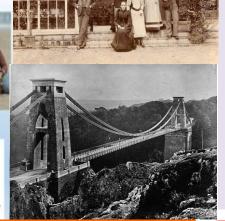
As **Historians** we will consider the History of transport and how the Victorians developed transport links both on the river and the railways. We will also compare and contrast the lives of the Rich and poor during the Victorian Era. We will also look at the advances in technology which were made during that period.

As **Geographers** we will consider how to improve our local area. We will also look at the habitat of endangered species around the world and the effect climate change can have upon our wildlife. As **Scientists** we will look at life processes and changes as humans develop. We will explore evolution and inheritance, and identify some genes that can be inherited.

As **Artists** we will study Lowey's work and link to the industrial revolution, producing our own work in Lowry's style. We will also look at how William Morris used nature in his designs and copy his style.

As **Technologists** we will design and make Punch and Judy style puppets and research bridges constructed by Isambard Brunel and construct replica bridges.

As **Musicians** we will use a range of instruments and the children make music symbolising movement and investigate Victorian Street cries, performing our own versions.



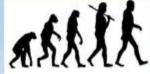
AGE 7-9

Whorman gill.
Color Street.



Inheritance and Evolution





Enterprise

As Enterprising people we will design and create traditional Victorian Christmas gifts to sell at our Christmas Coffee Morning.

Places and environment

As people concerned with our environment we will consider how the environment is effecting endangered species of the world.

Social and Emotional

In our spiritual and moral development we will: consider the effects of environmental disasters such as oil spillages and the effects they have upon the environment.

Communities

As members of our community we will conduct surveys of our school area and our local park and consider ways in which to improve them.

Vile Victorians!



Learning across the curriculum

Using communication

Writing, presenting and broadcasting

- Stories
- •Plays
- Instructions
- Recounts
- Persuasive writingExplanations
- Non-chronological reports

Using mathematics

Modelling

- ·Predict, plan and try out options
- Estimate

Calculating

- Measures
- Quantities, including fractions

Interpreting data

·Reading graphs, charts and tables

Justifying

•Using mathematical language to explain

Using ICT

Searching

- Websites
- Databases

Developing ideas and making things happen

- •Graphics
- •Text
- Multimedia

Communication

E mail and messages

Personal development

Learning and thinking skills

- •Cchildren will ask their own questions
- •They will judge the value of information they find out through research
- •They will use their imagination to envisage possibilities •During the process of planning children will try out
- •Children will communicate through advertising and through broadcasting
- •Children will evaluate the success of their actions in relation to the original purpose

Personal and emotional skills

•As part of review children will identify where they contributed well and will identify areas for development

Social skills

- ·Children will work collaboratively
- •They will negotiate, respecting others' roles within the group, and they will resolve conflicts as they arise
- •They will adapt their behaviour to suit the situation

Subject Key Skills

History, geography and citizenship

Investigate

Undertake investigations and enquiries, using various methods, media and sources.

Analyse

Compare, interpret and analyse different types of evidence from a range of sources.

Communicate

Present and communicate findings in a range of ways and develop arguments and explanations using appropriate specialist vocabulary and techniques.

Consider and respond

Consider, respond to and debate alternative viewpoints in order to take informed and responsible action.

Science and design technology

Generate ideas

Observe and explore to generate ideas, define problems and pose questions in order to develop investigations and products.

Investigate, observe and record

Engage safely in practical investigations and experiments and gather and record evidence by observation and measurement.

Design, make and improve

Apply practical skills to design, make and improve products safely, taking account of users and purposes.

Explain

Communicate and model in order to explain and develop ideas, share findings and conclusions.

Evaluate

Continually make systematic evaluations when designing and making, to bring about improvements in processes and outcomes.

Art, dance and drama

Explore

Explore, investigate and experiment from a range of stimuli and starting points, roles, techniques, approaches, materials and media.

Create

Create, design, devise, compose and choreograph individual and collective work.

Improvise

Improvise, rehearse and refine in order to improve capability and the quality of artworks.

Present

Present, display and perform for a range of audiences, to develop and communicate ideas and evoke responses.

Evaluate

Use arts-specific vocabulary to respond to, evaluate, explain, analyse, question and critique their own and other people's artistic works.

PSHE

Reflect and evaluate Reflect on and evaluate

evidence when making personal choices or bringing about improvements in performance and behaviour.

Plan and implement Generate and

implement ideas, plans and strategies, exploring alternatives.

Move with control

Move with ease, poise, stability and control in a range of physical contexts.

Present

Present, display and perform for a range of audiences, to develop and communicate ideas and evoke responses.

Evaluate Use arts-specific

vocabulary to respond to, evaluate, explain, analyse, question and critique their own and other people's artistic works.