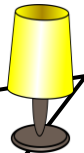




WRITING LINKS FOR TOPIC

- Questions for interviews
- Persuasive posters
- Labels with subject specific vocabulary
- Anglo-Saxon information text
- Diary entries
- Predictions
- Comparisons
- Information sheet
- Opinions

History
 Researching homes from a particular time period.
 Interviews
 Posters of homes from different periods of history.
 Anglo Saxons.
 Time line of important Anglo Saxon dates.
 Anglo-Saxon way of life including settlements and village life.
 Day in the life of an Anglo-Saxon - what did boys and girls have to do?
 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.
 Understand the concepts of continuity and change over time, representing them, along with evidence, on a time line.
 Use sources of evidence to deduce information about the past.
 Use appropriate historical vocabulary to communicate.
 Describe the social, ethnic, cultural or religious diversity of past society.
 Use literacy, numeracy and computing skills to an exceptional standard in order to communicate information about the past.



Home Sweet Home UKS2

Term 1 and 2



DT
 Investigate a collection of lights - how do we switch it on? What materials have been used and why? etc.
 Design a light for a house.
 Design a room with a fully functioning electrical light.
 Test and evaluate lights and rooms.
 Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).
 Create series and parallel circuits.
 Create circuits using electronics kits that employ a number of components.
 Create innovative designs that improve upon existing products.
 Make products through stages of prototypes, making continual refinements.
 Evaluate the design of products so as to suggest improvements to the user experience.

Art
 Anglo-Saxon brooches - design and paint.
 Use digital media to create and draw a house from another place.
 Colour using three different techniques.
 Sketching a Tudor house - shading and shadows.
 Develop and imaginatively extend ideas from starting points throughout the curriculum.
 Develop a personal style of painting, drawing upon ideas from other artists.
 Enhance digital media by sketching/ drawing and editing.
 Create a colour palette based upon colours observed in the natural or built world.
 Use a variety of techniques to add interesting effects.

Geography
 Map work - identify all areas of the world on map.
 Pictures from different areas - predictions what type of houses would we find there and why?
 Research North and South America and the climate, rivers and mountains, settlements, types of land use.
 Human activity - trade, economy and energy.
 Natural disasters and climate and reasons behind these .
 Amatrice earthquakes (Italy) and South America (flooding) etc.
 Anglo-Saxon settlements - map the 7 main kingdoms.
 Trade and money in Anglo-Saxon times
 Name and locate some of the countries and cities of the world and their identifying human and physical characteristics and understand how some of these aspects have changed over time.
 Name and locate the countries of North and South America and identify their main physical and human characteristics.
 Collect and analyse statistics and other information in order to draw clear conclusions about locations.
 Identify and describe how the physical features affect the human activity within a location.
 Understand some of the reasons for geographical similarities and differences between countries.
 Describe geographical diversity across the world.
 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.