



Spring Term 1

Topic Title: Famous for more than 5 minutes (Linked with World War 2)

History	Geography	Art	Design and Technology
<p>Children will:</p> <ul style="list-style-type: none"> -Learn about the events that led up to World War 2 and Neville Chamberlain's role within this. - Learn about the life of evacuees. - Learn what rationing and the public's opinion of Lord Woolton. -Children will learn about the role of women in World War 2 and look into Anne Frank. -Learn about the holocaust and Hitler's role and ideologies behind this. -Learn about key events from other places around and Winston Churchill. 	<p>Children will:</p> <ul style="list-style-type: none"> - Use physical and political maps to describe key physical and human characteristics of regions of Europe. 		<p>Children will work towards creating a World War 2 style toy. They will:</p> <ul style="list-style-type: none"> -Investigate toys with moving cam mechanisms. -Investigate different mechanisms used by CAMS. -Investigate ways of strengthening structures for a moving toy. -Be able to design a moving toy with a cam mechanism. -Be able to follow a design to create a moving toy with a cam mechanism. -be able to evaluate a finished moving toy.

Key drivers of the curriculum

Aspirations	Global citizenship	Wellbeing
<ul style="list-style-type: none"> -Children will work on dreams and goals in PSHE, where they will set goals for what they would like to achieve in the future. - Knowledge of people who have achieved great things at a time of difficulty. - Different jobs within the war. - Talk from a member of the army. 	<ul style="list-style-type: none"> - Understanding of problems that have affected the world. - Understanding of ways in which these problems were addressed. - Understanding of the measures that were put into place to recover. - Understanding of how lucky we are to be where we are now. 	<ul style="list-style-type: none"> - Physical fitness within PE will aim to improve mental and physical wellbeing. -Links to Anne Frank and work to improve the wellbeing of soldiers. -The importance of setting goals for mental wellbeing.

Core links through the curriculum.

Basic Skills

Real World Applications

English	Numeracy	Using Technology including Computer Science	Science
<p><u>Key texts</u></p> <p>Good Night Mr Tom</p>	<p>D & T – Measuring the different components of the toys.</p>	<p>Reliability of sources when researching a famous person from the war.</p> <p>Using Google Earth to view countries involved in WW2 and how countries borders have changes either as a direct or indirect result of WW2 and other conflicts.</p>	<p>CAMS mechanisms and they can be used.</p> <p>Levers, pulleys and mechanism understanding in order to create World War 2 toy.</p> <p>Air resistance – link to the Blitz and the air resistance of bombs/ planes.</p>
<p><u>Writing opportunities</u></p> <p>Children to create a biography on a Famous Person from the war times i.e. Winston Churchill or Adolf Hitler.</p> <p>Children are to produce a letter from the viewpoint of an evacuee back home.</p>			
<p><u>Reading opportunities</u></p> <p>Good Night Mr Tom.</p> <p>Rationing poster and the role Lord Woolton</p> <p>Research of famous people from World War 2.</p>			

Objectives	Activities
History:	
<p>I can identify the events that led up to World War 2 and Neville Chamberlain's role within this.</p> <p>I can explain the life of evacuees.</p> <p>I understand rationing and the public's opinion of Lord Woolton.</p> <p>I understand the role that women played in World War 2</p> <p>I understand the term 'holocaust' and Hitler's role and ideologies behind this.</p> <p>I can explain Winston Churchill's role during the war and what he contributed to Great Britain.</p>	<ul style="list-style-type: none"> - Create a timeline of events leading up to the outbreak of WW2. - Write a letter home from an evacuee - Explore what rationing was and create a rationing recipe book. - Read some of Anne Frank's diary and compare this to what we now know about the Holocaust. - Write a biography about Winston Churchill.
Geography:	
<p>I can use physical and political maps to describe key physical and human characteristics of regions of Europe or North and South America.</p>	<ul style="list-style-type: none"> - Use atlases to look at the changes from before and after WW2.
ICT:	
<p>I can collect information and media from a range of sources whilst considering copyright.</p> <p>I understand the term 'fake news' and now how to validate information.</p>	<ul style="list-style-type: none"> - Use Google Earth to locate allied/axis powers in WW2. - Use Microsoft Publisher to create a WW2 propaganda poster - Use the internet to research the life and career of Winston Churchill/Adolf Hitler
D&T	
<p>I can identify the needs and wants and preferences of a market</p> <p>I can use market research to inform my design planning</p> <p>I can justify my plans and ideas.</p> <p>I can use a computer design program to communicate my ideas</p> <p>I can test and fully evaluate the product against clear design criteria</p> <p>I can explore the impact of well-known designers and inventors, and how their products helped to shape the world</p>	<ul style="list-style-type: none"> - Children will firstly look at what types of toys were on the market during World War 2. - Children to research what these toys look like, how they were made and identify a potential gap in the market. - Children to plan toy design. - Children to use CAD & CAM to produce their designs of a World War 2 toy.