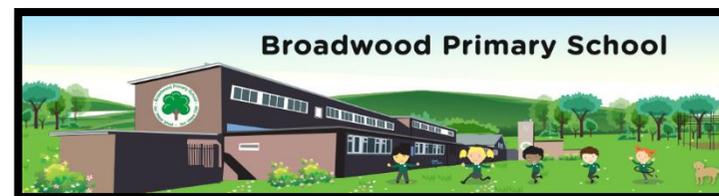


Our Project	Spring Term	Year 2019/20
Essential Question: Were Stone Age people as intelligent as us?		



Project Summary: Investigation into the Stone Age way of life and their use of science and technology to aid them.	
Project Launch: Discovery of a den in the forest school area. What could it be? Who could have put it there? Teachers to build den on INSET day. Box of delights following week – items to have been found around the den to be explored back in the classroom. https://twamschools.org.uk/boxes-of-delight/stone-age-toolkit	Educational Visit Opportunities: Visit to recycling plant – in school or outside of school. Tyne & Wear museum box of delights Great North Museum – investigative workshops. Contact M. Horan as means for visits etc.
Driving Texts: Literacy Stig of the Dump Britain in the Past – The Stone Age Terry Deary text - Horrible Histories Raymond Briggs – Ugg the Stone Age boy. Maths	Project Specific Vocabulary: Leavers, pulleys, magnets, gravity, air resistance, water resistance, friction, mechanisms, forces, nutrition, nutrition, skeletons, muscles, Neolithic, hunter-gatherers, recycle, upcycle, see stone age book for more.
Classroom environment: Boxes in classroom to accumulate interesting junk which can be stored in the class.	
Final Outcome /Project Outcome: Dragons Den presentation of invention to Mrs Mitcheson / governing body which would be of use to Stig.	

Mini Outcome 1 – ebook presentation of stone age artefacts to publish on website

Curriculum Area – English ICT History

Extended writing – non chronological reports

Mini Outcome 2 – design a stone age feast/making of meal

Curriculum Area – English History Science D&T

Extended writing - instructional writing

Mini Outcome 3 – presentation of invention – sales pitch

Curriculum Area – English ICT Science D&T

Extended writing – play script and persuasive writing.

Step Sequence – how will we achieve the mini outcome						
Key Question: What do artefacts tell us about Stone Age people?						
Weeks 1 - 4 Wb.06/01 to wb.27/01 15 th & 22 nd school trips	History Prediction based around box of delight objects. Timeline to develop chronologically To secure knowledge.	Geography	Music Tin Whistles Glockenspiel	Art/DT Observational drawing of box of delights. - charcoal Cave paintings i.e. south of France. – scrafitto technique, colour wheel etc.	Science Animals including humans – skeletons and muscles for support protection and movement.	Mini Outcome 1 What will it look like in brief? Ebook/ QR codes, information pamphlet about the box of delights. Date wb.27.01
Step Sequence – how will we achieve the mini outcome						
Key Question: Did Stone Age people eat a balanced diet?						
Weeks 5 - 8 Wb.03/02 to wb.02/03 <i>Half term in between</i>	History What did the Stone Age people eat? What was a Stone age home?	Geography	Music Tin Whistles Glockenspiel Steel pans as stimulus to making own junk instruments.	Art/DT Designing a meal considering nutrition.	Science Animals including humans – nutrition and nutritional needs.	Mini Outcome 2 What will it look like in brief? Prepare a meal/menu suitable for Stig considering nutrition and nutrients. Date wb.02/03
Step Sequence – how will we achieve the mini outcome						
Key Question: Did Stone Age people use science?						
Weeks 9- 12 Wb.09/03 to wb.30/03 <i>Science week wb.09.03.</i>	History	Geography Contrasting regions where Stone Age people lived – Skara Brae, Orkneys and Lascaux, South of France.	Music Tin Whistles Glockenspiel Playing own junk instruments.	Art/DT Specification, evaluation, planning of products and manufacturing of inventions for Stig.	Science Forces – air resistance, water resistance, friction, pulleys and levers, and gravity.	Mini Outcome 3 What will it look like in brief? Create dragons den pitch for invention which would be of use Stig. Use green screen and iMovie. Date wb.30/03

PE – Swimming, fundamentals and invasion games.	MFL – Spanish Homes- Numbers to 40	ICT – coding and esafety.
RE - Christianity and Hinduism	PSHE – drugs and alcohol SRE lessons	

