

Topic Cutthroat Celts (Autumn 2018)

English outcomes

English

- List Poetry – Describe a Celtic Warrior
- Newspaper Report – Discovering an Iron Age artifact
- Diary Recount – Firework Maker’s Daughter
- Adventure Story
- Discussion Text – Was it better to live in the Iron Age?
- Recount – Trip
- Non-Chronological Report – The Iron Age

Cross Curricular

- Describe how the digestive system works
- Explain how and why teeth decay
- Describe an Iron Age settlement.
- Animation Storyboard (Computing)
- Instructions – Making Iron Age houses
- Letter – Why the King should choose to build a house design

French

- All Around Town
- On the Move

Children’s input

After 4 weeks the children will be asked about an area of the topic they would like to explore.

Jigsaw

- Being me in the world
- Celebrating Difference

Science

- Animals inc. Humans
 - Functions of the digestive system
 - Types and functions of teeth
 - Investigating Tooth Decay
- All living things and habitats
 - recognise that living things can be grouped in a variety of ways
 - explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
 - recognise that environments can change and that this can sometimes pose dangers to living things.

History

Connections, contrasts and trends

- Compare Iron Age life to now
- How were Iron Age settlements the same/ different

Chronology

- Key Iron Age events
- Where the Iron Age fits in key eras

Questions the children will address

- What was it like to live in the Iron Age?
 - What jobs did they have?
 - What were families like?
 - What was it like to be a child?
- What was the Iron Age live compared to now?

Sources of information to be used -

- Non-fiction Texts, Primary source (Trip), food, images, classroom

Visitors and Visits

- Shelter building (Bishop Burton?)
- Hull & East Riding Museum
- Jewelry maker to visit

Launch

- Giant Horses Art
- Celtic Song
- Religions
- Was it good to live in the Iron Age

Enterprise

- Selling Jewelry at Christmas Fair

Art

- Celtic Warrior Sketch
- Recreating Celtic symbols and motifs.
- Printing of Celtic symbols/ Cave paintings
- Iron Age Jewellery

Geography

Local knowledge

- Locate key places of Iron Age settlements in the local area and UK
- Trip to a local site.

Place knowledge

- Locate places of importance in the Iron Age both locally and nationally.

Human and physical geography

- Why did the Celts/ Iron Age people settle in locations
 - focus on physical features (rivers, hills, woodland, agriculture)
 - focus on human features (housing, trade, transport)

Geographical skills and fieldwork links

- Atlas work, reading maps, Trips

Community links

- Jewellery maker
- Visit to local Iron Age site

Landing

- Iron Age Festival (dress-up, food, rituals, games)

Final Half-Day Activity

- Iron Age Festival – preparing food, face painting, activities

Design and Technology

- Design and make an Iron Age house
- Houses to be made into an Iron Age settlement

ICT

- Stop/Go animation based on the film Early Man (makers of Wallace & Gromit)
- Creating a game based on the Iron Age using Scratch

Music

- Celtic songs (linked to launch event)
- Wider Opportunities music

Debate

- Was it good to live in the Iron Age?
- Whose side would you be on in a war?
- Which modern item would you give to an Iron Age person to make their lives better?
- If you had to build a house in the Iron Age, where would you build it?

PE

- Hockey
- Dance

RE

- Comparing Pagan Iron Age religions to Christianity/ Judaism
- Belief in the Community
- Christmas