

Maafa

Curriculum Overview.

Computing

Unit 6.5—Text Adventures.

- ⇒ To find out what a text adventure is.
- ⇒ To make a story-based adventure.
- ⇒ To code a map-based adventure.

Unit 6.6—Networks.

- ⇒ To discover what the children know about the internet.
- ⇒ To find out what a LAN and a WAN are.
- ⇒ To research and find out about the age of the internet.

Design Technology

Food for Life:

This project teaches children about processed food and healthy food choices. They make bread and pasta sauces and learn about the benefits of whole foods.

History

Maafa:

This project teaches children about Africa past and present, with a particular focus on Benin. It traces the development of the slave trade and explores Britain's role in the transatlantic slave trade, the causes and consequences of the European colonisation of Africa and the worldwide communities that make up the African diaspora.

Art and Design

Trailblazers, Barrier Breakers.

This project teaches children about significant black artists and their work, and provides opportunities to analyse and create artwork inspired by them.

Tints, Tones and Shades.

This project teaches children about colour theory by studying the colour wheel and exploring mixing tints, shades and tones.

Music

Key Question:

How Does Music Shape Our Way of Life?
How Does Music Teach us About our Community?

Musical Spotlight:

Improvising with Confidence
Farewell Tour

Geography

Our Changing World:

This essential skills and knowledge project revises the features of Earth, time zones and lines of latitude and longitude to pinpoint places on a map. Children find out more about map scales, grid references, contour lines and map symbols.