

Spring 1 The Human Body	Summer 1 The First Emperor of China	Summer 2 What a Performance!
<p>Skeletal Models</p> <ul style="list-style-type: none"> Children to work independently to design models of a chosen bone group and joints (such as the hand and wrist). Practising sculpting and modelling skills as well as ensuring a realistic resemblance on the finished product. To assess what went well with the designs and what we could do to improve them in the future Children will compare their models with one another and discuss how they could be used in further research. To discuss and evaluate why it is important to have models of skeletons in the human body and how they are used. 	<p>Great Wall of China</p> <ul style="list-style-type: none"> Research the Great Wall of China and how it was built. Design a model of a wall, inspired by the Great Wall of China, online using computer aided design. Decide on the key functions of the wall such as durability and strength. Make a model of the wall that has been designed. Evaluate the model and improve it, using apply their understanding of how to strengthen, stiffen and reinforce more complex structures 	<p>Theatre Design</p> <ul style="list-style-type: none"> Children learn about scenic design: the design of sets and scenery that supports the overall artistic goals of a theatre production. Produce initial sketches, then make own set models for props and sets from cardboard. Communicate design ideas in different ways as these develop, bearing in mind aesthetic qualities, and the uses and purposes for which the product is intended. Use finishing techniques to strengthen and improve the appearance of their products