

Autumn Inquiry Project Year 4: Environmental action
<p>👁️ Inquiry: Greta Thunberg is a Swedish schoolgirl who, at age 15, began protesting about the need for immediate action to combat climate change outside the Swedish parliament. Since then, she has continued to an outspoken climate change activist. She has been following the reach of her campaign and has noticed that support from young people in the St George area is less than in other parts of the city. She has commissioned the year 4 children at Air Balloon to raise the profile of her climate change campaign within the local area.</p> <p>📖 Curriculum Foci: During the inquiry, the children will deepen their scientific by exploring the impact of human behaviour on the local and global environment. Specifically, children will deepen their understanding of the environmental damage of particular habitats and their food chains and the cause and effect of rising global temperatures on the arctic tundra. They will develop their geographical knowledge by locating climate zones, biomes and vegetation belts. In ICT they will deepen their understanding of how to communicate to a wider audience through social media platforms whilst using software programs to create online content. They will also develop their art skills by creating artworks in protest of climate change using a variety of techniques.</p> <p>🏹 Archetypes: The children will examine the link between humans as creators and humans as consumers. They will consider how, as Guardians, we have a responsibility to look after the Earth as well as ourselves. They will see how Creators and Pioneers can act as Influencers in the hope that whole populations will change their behaviour. The children will consider what Leaders need to do if we are to stop the negative impact humans are having on the planet. They will experience how as creators, they can help facilitate change.</p> <p>✂️ Outcome: Children will create a campaign to raise awareness of their issue. They will consider how their campaign can reach as larger audience.</p>
Spring Inquiry Project Year 4: That's entertainment
<p>👁️ Inquiry: The children have been commissioned by the BBC to create a special 21st century edition episode of Tomorrow's World on 'entertainment' to study the impact technology has had on leisure time in the 20th century.</p> <p>📖 Curriculum Foci: The children will use historical sources to explore how technological advances changed leisure activities throughout the 20th century. They will explore advances in living memory through discussions with older generations and will delve deeper using historical artefacts to gain an understanding of how technology has shaped the world we live in today. They will develop their scientific skills to understand how circuits are used to power electrical devices. They will then understand how sound is created and explore how electrical devices transmit sound. In art they will explore the evolution of digital animation and study the work of David Hockney to learn how he has embraced the use of technology when creating art. In DT they will take inspiration from <i>Caine's Arcade</i> to create a retro games arcade out of sustainable resources. They will learn how to incorporate levers and pulleys, pneumatic systems, cam systems, circuits and reinforced cardboard structures when creating their designs. The children will also develop their ICT and computing skills when creating their own online computer games that are similar to the games they have studied from the past.</p> <p>🏹 Archetypes: The children will consider if influencers ever consider the negative implications of their innovations and whether there is a hidden cost to citizens of ever-evolving technology. They will consider how leaders should ensure we all recycle and reuse materials to reduce waste and whether creators are helped or hindered by turning to digital technologies. Finally, they will consider how, as consumers and users of technology, we should also act as guardians to make sure everyone is safe online.</p> <p>✂️ Outcome: The children will present an episode of Tomorrow's World about the history of computer games, a retro games arcade and their predictions of how future technologies might impact on our world.</p>
Summer Inquiry Project Year 4: I, Ruler
<p>👁️ Inquiry: It is AD 185. Despite some earlier resistance from the Celts, the Roman empire has a stronghold over the United Kingdom. A new governor of Britain, Piblius Helvius Pertinax, has just been appointed by the emperor, but his harsh ruling is not making him popular. Consequently, the Britons are planning to overthrow him. One thing is clear; the emperor needs to choose a new governor; but who? The children, in role as members of the Roman-senate, will split into two teams, each running a campaign promoting their choice for a new governor. These teams, as two opposing factions of the senate, will run opposing campaigns. Team integration are advocates for peace and tranquility between the Britons and the Romans that rule over them. They would lower taxes and introduce fairer systems for solving disputes, thereby avoiding the risk of an uprising. Team Empire are loyal to Rome and believe that Britain exists to serve the Emperor. They follow Pertinax's view that the riches of Britain should be exploited and the locals ruled over with an iron fist.</p> <p>📖 Curriculum Foci: Through the eyes of various stake holders in the Roman Empire, children will act as historians, learning about life in Rome, the chronology of key events and the impact on Roman citizens. Drawing on their experiences as citizens of the Roman empire, the children will design, create and deliver a political campaign. As part of their Art work they will generate campaign slogans and design posters which they will produce using printing techniques. In DT they will develop their textile skills by designing and making a new army uniform. As Geographers they will create maps to help them understand the spread of the Roman Empire throughout Europe. To complement their campaign, the children will act as musicians by composing and recording a campaign song. In ICT children will carry out polls to gauge the success of their campaign and will process data using digital software.</p> <p>🏹 Archetypes The children will act as Guardians by exploring the lives of poor people and ensuring their concerns are heard by their leaders. As Pioneers they will advocate for citizens of Rome. They will propose alternatives that will create positive change for all. As Citizens, they will challenge the systems and rules that exist while maintaining a high moral standard. They will explore the roles of leaders and question their motivations and actions. As part of their campaign, they will identify the qualities of a leader they wish to endorse. Based on this, they will create a political campaign to gain support from the people they are trying to influence.</p> <p>✂️ Outcome: The children will run a political campaign. They will create a manifesto of ideas which they will share through art, music and ICT. The campaign will culminate in a new governor of Britain being chosen by the emperor. (Word of advice – make sure the Emperor is kept happy!)</p>