Summer 1 The European Union – Years 5 and 6

Suggested Core Subjects:

English

- Create balanced arguments based on whether or not the UK should remain in the European Union.
- Take part in a class debate, presenting arguments in full.

Mathematics

- Children will use a range of mathematical skills to complete the flag of the European Union by measuring and plotting the position of the 12 stars, measuring and drawing angles.

Science

- Children use a range of scientific skills to create a filter bed to filter contaminated water.
- In addition, children explain why it is important that quality standards for water are consistent across a range of countries – particularly those in Europe with land borders.

Personal Development

Spiritual

What role does religion play in the political tensions within and around Europe?

Moral

Does the UK have a moral obligation to the other countries in the European Union? Are the rights of people living in the UK more important than the rights of people from other countries? What is a global citizen?

Social

Research the four key freedoms of the European Union.

Cultural

Research the different European languages and cultures represented by the staff and children in your school.

Foundation Subjects

History, Geography and Citizenship

- Find out about the history of the European Union, how and why it was formed and how it grew and developed over time.

Geography

- Locate Europe on a map of the world.
- Identify countries, capital cities and flags of Europe.
- Find out which countries are members of the EU and find them on a map, their capital cities, the phases of EU expansion, and what is meant by freedom of movement within the EU.

Citizenship

- Children will demonstrate a basic understanding of the parliamentary system of the UK and the EU and will take part in a debate using information provided.
- Children will conduct independent research to find out information about the history of the Euro and the countries that have chosen to adopt it as their currency.

Design Technology, Art and ICT

Design Technology

- Use a range of skills to disassemble a soft toy and recognize the different materials and their properties. Children explain some simple features that make the toys safe for children to play with.
- Explain why some materials are suitable and others are unsuitable for children to play with. Children will explain why it is important to have laws that ensure that toys are manufactured safely.

Art

- Research works by key European artists.
- Use different artistic techniques to recreate some of their masterpieces.

ICT

- Use ICT to create quizzes based on an aspect of Europe.
- Use ICT to research information and present findings in a variety of different ways.

Core Subjects:
Links to theme

English

- Journalistic Writing – Children will write newspaper reports about the Anglo-Saxon invasion of Roman Britain
- Diary—Children will write a diary entry for the day in a life of an Anglo-Saxon child.
- Instructions—children will write instructions for building an Anglo-Saxon house and instructions for playing the Anglo-Saxon game Taefl.

Mathematics

Measures
- Measuring dimensions for Anglo-Saxon shield and the Anglo-Saxon house.
- Children read scales on measuring equipment when measuring quantities for the Anglo-Saxon recipes.

Ratio
- Scale recipes up and down.

Science

Design Technology
- Research skills to develop an understanding of life in an Anglo Saxon village. Develop knowledge of nets and structures to plan. Design and reproduce an Anglo Saxon settlement.

Personal Development

Spiritual

- Find out about the beliefs of the Anglo-Saxons (Gods and goddesses).
- Children find out about other polytheistic religions.

Moral

- Is it ever morally right to invade another country? Discuss issues linked to this including war.

Social

- Children will work collaboratively. On a number of different projects e.g. Anglo-Saxon food, playing the game Taefl and presentations.
- Can the children produce rules or suggestions for working as part of a group?

Cultural

- How has the culture of the UK been enriched by invasion/immigration? Give examples of this.
- How can different cultures live together harmoniously.

Foundation Subjects

History, Geography and Citizenship

History:
- Looking at the historical reasons for invasion.
- To begin to understand the role of an archaeologist to piece together information and create a picture of the past.

Geography:
- Use atlases, pictures and the internet to establish routes taken by the invaders and discuss the issues they faced showing an understanding of causes and consequences of the end of the Roman occupation in Britain.

Art and Design and Design Technology

- Use observational skills and a range of different artistic techniques to draw houses and artefacts.
- Design an Anglo-Saxon shield.

Music, Languages and Physical Education

- Use knowledge of other languages to identify the origin and support the translation of Anglo-Saxon place names.

Computing

- Use computing techniques to create final presentations based on learning (celebration event).