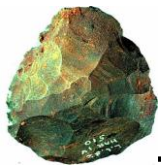


Remembering & Understanding

What is the Stone Age?



Hook: Examine replicas/images of artefacts from the Palaeolithic/Mesolithic. What were these used for? How do we know? Create timelines.

GEOGRAPHY: Locating places in Europe and UK related to Stone Age e.g. Nerja, Gibraltar etc. Study climate changes e.g. the Ice Age.

ENGLISH: Imitate – Stone Age Hunter Familiarisation – What do we know about this time period?

HISTORY: finding out about early humans and their movements, Ice Age co-existence with Neanderthals, the Neolithic and Skara Brae.

DT: examine early stone tools and their development.

ART: examine cave paintings, Ice Age sculptures incl Mas D’Azil, Dolni Vestonice.

SCIENCE: Ice Age animals and their environment.

Applying & Analysing

GEOGRAPHY: What happened when the Ice Age ended? What was the impact on the UK and Europe?

HISTORY: what impact did climate change have on life in the UK? How and why did the change from hunter gathering to farming happen?

ENGLISH: Innovate – comparative account

DT: use tools replicas and ideas in simple constructions and for hunting/farming techniques

ART: examine and use techniques as well as materials available at the time.

SCIENCE: What happened to these animals when the climate changed?

Evaluating & Creating

Final event: present an exhibition about the Stone Age – including cave paintings and replicas of Ice Age art with museum style labelling – with defined time periods.



GEOGRAPHY: What was the impact of settlement in Britain during this time period? What locations were important? Why?

ENGLISH: Invent – Information page about life in a period of the Stone Age.

HISTORY: what impact did climate change have on life in the UK? Report on the change from hunter gathering to farming.

DT: analyse effectiveness of technology when creating exhibition.

SCIENCE: Link to current climate changes and adaptations.

ART: create own examples at artwork for the exhibition, commenting on skills /materials used.

DISCREET

MFL, PSHE, RE AND MUSIC: one pm session a week

PE: two pm sessions per week.

COMPUTING AND SCIENCE: blocked as necessary.