

Remembering & Understanding

Applying & Analysing

Evaluating & Creating

### Why is it called the Bronze Age?



**Hook:** Examine images of artefacts and replicas. What happened next? Produce a short presentation for discussion with the class.

**ENGLISH:** Imitate – Secrets of Stonehenge.

**HISTORY:** researching to find information on the Bronze Age.

**ART:** examine Bronze Age art and the uses of materials in creating these items.

**DT:** developments in tools using metals, the use of fire and forges. What technology was available at that time?

**SCIENCE:** Materials and their uses – how did people create metallic tools?

**GEOGRAPHY:** Study of Dartmoor. Name and locate areas of the South West. Name and locate key cities in the UK as well. Look at the impact of trade

**GEOGRAPHY:** Comparisons of Dartmoor now and in the past. How has it changed and why has it changed?

**HISTORY:** what impact the use of bronze have on the lives of people at this time? What changed or stayed the same? Why?

**ART:** examine and use techniques as well as materials available at the time. Make clay beads to produce jewellery.

**ENGLISH:** Innovate – comparative account.

**SCIENCE:** What were the effects of these changes on daily life?

**DT:** evaluate the impact of new styles of tools on everyday life and society. Make replicas. How were they designed and made? How was Stonehenge built? Explore and experiment!

### DISCREET

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

PE: two pm sessions per week.

COMPUTING AND SCIENCE: blocked as necessary.

**Final event:**  
A day in the life of a Bronze Age person – create account with pictorial representations and artefacts. Produce as a written report/computing presentation.

**GEOGRAPHY:** What was the impact of human activity on an area? e.g. deforestation, alteration of landscapes etc.

**ENGLISH:** Invent – Information page about ancient monuments in the UK.

**HISTORY:** what impact these changes have on everyday life. Write an account in the day of a Bronze Age child.

**DT:** analyse effectiveness of technology when creating exhibition in altering society

**SCIENCE:** Link to current uses of materials and scientific investigations and findings.

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