Theme/Topic: Travel – Sparkle and Shine

Big Question: How much treasure does a pirate

have?

Memorable Experience: Dress as a pirate for the day

**Term 1.1** 

**Driving Subject: Art and Design** 

Real World Outcome: make your own treasure

# **Term 3.2**

Theme/Topic: Travel - Ready Steady Grow

**Big Question: What can you grow?** 

Memorable Experience: Visit a farm and a supermarket

**Driving Subject: STEAM** 

Real World Outcome: Grow a veg patch



## **Term 1.2**

Theme/Topic: Travel - Chop. Slice and Mash

**Big Question: Am I healthy?** 

**Memorable Experience: Food tasting** 

**Driving Subject: Science, PHSE** 

Real World Outcome: Make a healthy meal



#### **Term 2.1**

Theme/Topic: Travel – Shadows and reflections

Big Question: Why does my shadow follow me?

Memorable Experience: Create and draw around

shadows

**Driving Subject: STEAM** 

Real World Outcome: Shadow Puppet Show



Memorable Experience: Bear Hunt Picnic

**Driving Subject: Geography** 

Real World Outcome: Create a map





### **Term 3.1**

Theme/Topic: Travel - Sunshine and Sunflowers

Big Question: Why are sunflowers yellow?

Memorable Experience: Summer wall and planting

sunflowers

**Driving Subject: Geography and Science** 

Real World Outcome: Create a weather forecast

broadcast

