



**ESSENTIALS OVERVIEW**  
**THEME: The Old Curiosity Shop**  
**SPRING TERM**

<p><b>CURRICULUM DRIVERS:</b></p> <p><b>DIVERSITY:</b> Equality  <b>DREAMS:</b> Visit to Isle of Wight (Osborne House)/Visit to London (Oliver!)  <b>SPIRITUAL &amp; MORAL:</b> Helping those less fortunate</p>	<p><b>LAUNCH DAY:</b></p> <p><b>THE OLD CURIOSITY SHOP!</b>  Set up an old curiosity shop in the classroom full of odds and ends from the Victorian era. Explore the shop, take them on a Google expedition of Victorian London, read extracts from Dickens novel etc.</p>	<p><b>PROJECT:</b>  After visiting Blists Hill, ask the children to design and make their own invention.</p> <p><b>SHOWCASE/CELEBRATION:</b>  Set up The New Curiosity Shop full of ‘odds and ends’ from our themed work (e.g. inventions, stories, artwork etc.)</p>	<p><b>ENGLISH LINKS:</b>  Mystery Stories (David Guetta – Titanium)  Classic Fiction (Charles Dickens)  Biography (Famous Victorians)  Explanation Texts (Inventions)  The Raven</p> <p><b>MATHEMATICS LINKS:</b>  Money, Decimals, Measurement (Mass), Negative Numbers</p>
ESSENTIAL LEARNING OBJECTIVES		ACTIVITIES	
<p><b>SCIENCE:</b>  To work scientifically.  To understand evolution and inheritance (Y6).  To understand plants (Y6).  To understand movement, forces and magnets (Y5).  To understand animals and humans (Y5).</p>		<p>Investigate movement, forces and magnets in order to help the children design their own moving inventions.</p> <p>Find out about the life and works of Charles Darwin. Complete a biography and carry out an investigation.</p>	
<p><b>ART &amp; DESIGN:</b>  To develop ideas.  To master techniques (drawing/textiles).  To take inspiration from the greats (classic and modern).</p>		<p>Using the works of J.M.W Turner (painting) and John Constable (collage), ask the children to create their own landscapes, one modern and one of Victorian industry through use of charcoal.</p> <p>Design a patch for a quilt, taking inspiration from Blists Hill, to piece together as a gift for the homeless shelter.</p>	
<p><b>COMPUTING:</b>  To connect.  To code (sound).  To connect.  To collect.</p>		<p>Create own Dickensian London game!</p> <p>Create an advert for their own invention.</p>	
<p><b>DESIGN &amp; TECHNOLOGY:</b>  To master practical skills (materials, textiles, food, construction and mechanics) – link to inventions project and patchwork quilt.  To design, make, evaluate and improve.  To take inspiration from design throughout history.</p>		<p>Design a patch for a quilt, taking inspiration from Blists Hill, to piece together as a gift for the homeless shelter.</p> <p>After visiting Blists Hill, ask the children to design and make their own invention.</p> <p>Explore origins and traditions of Afternoon Tea. Design ‘sweet treats’ for Afternoon Tea in The New Curiosity Shop.</p>	

UPPER KEY STAGE 2 (YEAR 5/6)

<b>GEOGRAPHY:</b> To investigate places. To investigate patterns. To communicate geographically.	Become a negotiator! Explore the rise of the British Empire and why Britain established trade links. Imagine you are Queen Victoria. Which country would you like to join this British Empire and why.
<b>HISTORY:</b> To investigate and interpret the past. To build an overview of world history. To understand chronology. To communicate historically.	Children – Victorian School Day. Compare and contrast differences in children’s lives throughout history.  Queen Victoria – Look at her memoirs, family, achievements and celebrations. How has her reign made an impact on life today?
<b>MUSIC:</b> To describe music. To compose. To perform. To transcribe.	Consider Yourself! Sing and perform own version.
<b>RELIGIOUS EDUCATION:</b> To understand values.	Explore child labour in Victorian times and the differences between right and wrong.