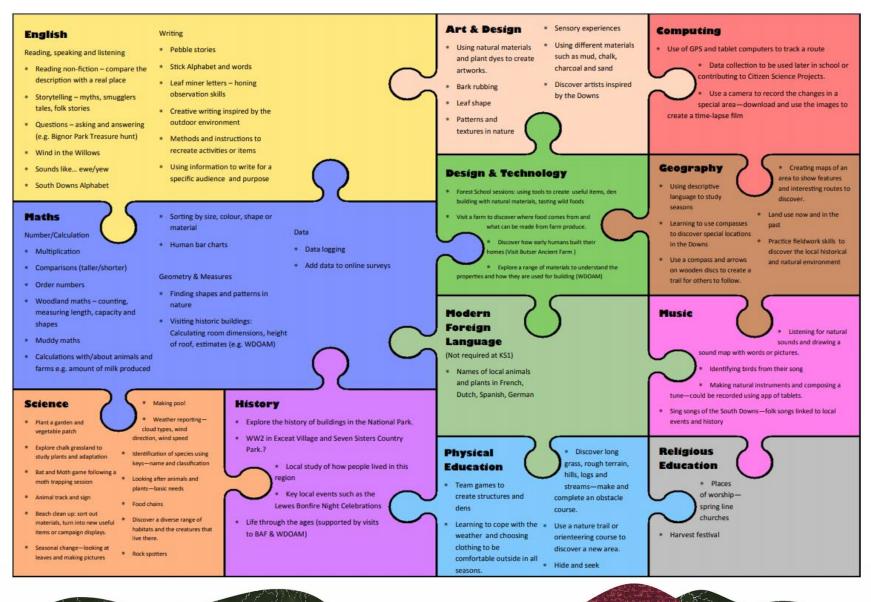
Curriculum Jigsaw - Key Stage I

SOUTH DOWNS NATIONAL PARK



Curriculum Jigsaw – Key Stage 2

SOUTH DOWNS NATIONAL PARK

Art & Design Discover environmental * Satellite navigation of Computing English * Diary writing inspired by Maud Speaking & listening artists inspired by the farming vehicles around a Robinson's own Quaker Diary (N.T * Artworks from waste * Increasing range of vocabulary Using mapping software Downs Devil's Dyke) through new * Experience the weather-* Taking good * Reading (and deciphering) Historical * Use of computer * Diary of a roman slave experiences and Make your own Roman create a natural collage accounts and descriptions. controlled systems for meeting different * Using observation skills to see more hotographs Field sketching techniques seed sowing or fertiliser. * Farmyard quiz outdoors, followed by writing Sketching historical objects * Researching * Memory sticks Mapping soil and * Poetry descriptive words to feed into * Role play of roman life using scripts Using different foreign farming vegetation types through poems, plays and descriptive Clay faces on trees materials such as techniques Writing satellite images writing. A washing line with words mud, chalk, charcoal Drawing buildings * Comparing the roman alphabet to on can be a great classroom tool to and sand our present alphabet support a project. Geography * Plot features on the SDNP Design & * Visit to an outdoor provider can be map, plan a field trip to a local stimulus for imaginative writing. Technology * Growing own food (farm to * River Lavant: features, * Land use change over time flooding through history, seasons Early man's use Maths * Timetable of a farmer's day Geometry & Measures and bird feeders (natural or * Explore trade links—timber from Alice Holt-Portsmouth * Matching map symbols with photos * How much does wool need to be * Spot the angles—using maths for Number/Calculation or on-site features * Consider all types of land users and surveying buildings sold for to cover costs? the conflicts that might arise wild foods to teach and flint) for household items * Roman numerals Pressures on popular tourist * Calculating distances on an * Counting body parts on * Protection of a special area (law) Making tools and equipment to * Trees: measuring circumference. invertebrates orienteering course * Zoos , wildlife parks and hen * Wildlife sustained by high quality Role of farming in shaping the estimating height, calculating the chalk streams and rivers. * Field measuring-how many sheep area of a leaf, symmetry in plants can graze the area and for how * Biotic index calculator * Calculating costs and income from Modern Foreign Music raising livestock. * Using quadrats to measure numbers Language of plants in a variety of habitats Making natural * Working out the success levels (%) instruments and (followed by identification) * Counting of each animal on a farm e.g. composing a tune—could be recorded using apps hatching/lambing * Creating natural graphs e.g. Directions pictograms from seeds * Foreign breeds of animal Use instruments to represent natural sounds * Writing instructions * Sing songs of the South Downs—folk songs linked to local Science History * Place names and names of events and history Reversible and * Use natural materials to represent sounds in musical notation * What plants need o Romanisation of Britain irreversible changes-milk * Celtic Hill fort-Devil's dykepowder, making butter and * Pottery industry at Alice Holt * Crops and farming through the Religious Team challenges * Seasons Physical Roman culture & Beliefs * History of farming buildings seasons-sketching stages of Education Education Festival of light Orienteering * Flint knapping sessions * Vegetable and plant garden day: forest products * Water cycle and rivers * Divali * Wilderness * Learning to cope for food, homes. * Keeping chickens with the weather and * Scientific investigations around skeletons, teeth and what they choosing clothing to be culture and eat (food chains) * Early beliefs of Neolithic comfortable outside in all * Formation marching as romans * Classification * Christianity and symbols * BAF Stone ages, bronze age. * Evolution and adaptation iron age, romans, Saxons and * Planning a journey and * Harvest festival Vikings (hands on activities) carrying it out * Forces through farm