

# Caring - Inspiring - Achieving



## Expressive Arts

Experimental archaeological day.

- Create bronze age clay pots 'beakers'.
- Make own 'hoard' using casting techniques – Sand – plaster of Paris etc. painted 'bronze'. Artefacts to be used in exhibition
- Make Unleavened bread.

Leavers' Performance & service



## Humanities

Develop understanding of Bronze age: when, where, who, how? What was life like – food, houses, clothing etc.?

How do we know? Archaeology – local finds (Brymbo Man, Mold Cape, hoards)

RVE – religious beliefs. Recognise moral dilemmas linked to work on myths. Invaders v settlers – inequalities and injustices. Developing a sense of belonging – Cynefin. Link to tribal lifestyles. OR children working bronze mine @ Great Orme – small spaces



## Mathematical Development

Abacus – Follow Scheme of work.

Carry out Familiarisation tests.

Bronze age – Problem solving.

Bronze age – Links to design task.



## Health and Wellbeing

PE – summer sports. Athletics in preparation for sports day. Striking and fielding games.

RSE – Sexual relation

## Rhosddu School Year 5/6 Summer Term Mind Map



## Science and Technology

Design a space within the museum – Use CAD – Computer Aided Design – Architect input.

Adobe Spark: Linked to the exhibition.

Information Webpage – Life in the Bronze age I.

Animation - Day in the life of 'Brymbo Man'



## Languages, Literacy and Communication

**Extended writing:** Transition Unit: Twisted Tales

Apply work on myths and legends last term to create their own Celtic myth / legend story

**Poetry:** Revolting rhymes

Link to celtic medicine – write a poem for making herbal medicine

Ready – Respectful – Safe