Significant People/Events

I understand who Queen Victoria and why she is important in British history.

I understand the work Dr Thomas
Barnardo did in changing the life of
Victorian children

I know who the founding pioneers of the cooperative movement are

I know who William Morris was and his impact on art today

Vocabulary

British Empire

Industrial Revolution

Sovereign

Workhouses

Locomotive

Inventions

Inequality

Society

Industry

economy Climate

Biomes

Africa

Physical

Human

Significance

Hemisphere

Country V Continent

Equator

Timeline

1837 Queen Victoria becomes queen

1876 Empress of India (The British Empire)

1880 Education for children under 10

1901 Queen Victoria Dies

Various Victorian inventions that impacted the world today

Marvellous Victorians

Experiential Learning

Tatton Park

Bridge Building

P4C / Big Questions

Is it fair to punish children?

Should school be available to all?

Text Links



Learning Outcomes

As a geographer:

I understand how land use has changed from Victorian England to Modern Day

I understand the impact economic activity has had on land use – industrial revolution and natural resumate) supporting economic growth.

I can locate countries that made up the British Empire

I can se of 4/6 figure grid references to compare land use



As a historian:

I can compare inequality in Victorian society

I understand what the Industrial revolution was and how it has changed society

I understand that Victorian inventions have changed the world we live in today

I know what the cooperative movement t is and how it was formed

I know the impact the co-operative movement has had on Rochdale and beyond.



As an artist:

I can select and use materials to embellish work

I understand the effect of light on objects and people from different directions

I can interpret the texture of a surface

I can produce increasingly accurate drawings animals

I can create with fabric

I can combining prints

I can design prints

I can create own abstract pattern to reflect personal experiences and expression

I can create pattern for purpose



As a designer:

I can generate ideas through brainstorming and identify a purpose for my product

I can draw up a specification for my design

I can develop clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail

I can use results of investigations, information sources, including ICT when developing design ideas

I can cut and join with accuracy to ensure a good-quality finish to the product

I can use skills in using different tools and equipment safely and accurately

I can evaluate a product against the original design specification

I can evaluate it personally and seek evaluation from others



	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10
Geography			I can locate countries that made up the British Empire				I understand how land use has changed from Victorian England to Modern Day I can se of 4/6 figure grid references to compare land use		I understand the impact economic activity has had on land use – industrial revolution and natural resources (water, fuel, climate) supporting economic growth.	
History	I know significant events from the Victo- rian era and the im- pact they have had	I know who Queen Victoria is and her role in the British empire		I can compare inequality in Victorian society Should school be available to all? Is it fair to punish children?	I understand what the Industrial revolu- tion was and how it has changed society	I understand that Victorian inventions have changed the world we live in today		I understand that Victorian inventions have changed the world we live in today		I know what the cooperative movement t is and how it was formed I know the impact the co-operative movement has had on Rochdale and beyond.
Art	I know who William Morris is	I can create a colour Pallet	I can design prints	I can create own abstract pattern to reflect personal experiences and expression I can create pattern for purpose	I can use ICT to create wallpaper	I know that steam punk is a art move- ment	I can produce increasingly accurate drawings animals I can interpret the texture of a surface	I can select and use materials to embellish work		I can create with fabric
DT								I can generate ideas through brainstorming and identify a purpose for my product I can use results of investigations, infor- mation sources, includ- ing ICT when develop- ing design ideas I can draw up a specifi- cation for my design	I can develop clear idea of what has to be done, planning how to use materials, equipment and processes, and suggesting alternative methods of making if the first attempts fail I can cut and join with accuracy to ensure a good-quality finish to the product I can use skills in using different tools and equipment safely and accurately	I can evaluate a product against the original design specification