



Crimewatch



RE

Is anything ever eternal?
Should religious people be sad when someone dies?
How well do funeral and mourning rituals tell you about what a religion believes and about what happens after death?

Is Christianity still a strong religion 2000 years after Jesus was on Earth?

HISTORY

- Timeline and chronology of Magna Carta and development of criminal law
- Crime and punishments, including torture methods, through the ages (including Tudor-Victorian)
- Historical case studies for Crime and Punishment such as Dick Turpin

ART

- Stained glass windows – glass painting, building up to a final piece of work through drafting and studying known artists
- Graffiti art using ICT

ENGLISH

Letter writing. Studying the story, 'Way Home', building up to a piece of letter writing and looking at themes of homelessness using debating skills and key skills in SMSC.

Arguments. Looking at topical issues for our society and our school, such as social media and increasing traffic in the local area, to debate in class and through a formal piece of writing.

Finding a voice. Exploring themes of poverty and displacement locally and on a global scale through poetry and report writing.

Story hooks. Recommended text, 'The Water Tower' will be the basis for writing story hook introductions and narrative extracts.

HISTORY SKILLS

- KU1** Choose reliable sources of information to find out about the past.
- KU2** Give own reasons why changes may have occurred, backed up by evidence.
- HE2** Choose reliable sources of evidence to answer questions, realising that there is often not a single answer to historical questions.
- HE3** Investigate own lines of enquiry by posing questions to answer.
- CU2** Order significant events, movements and dates on a timeline.
- CU3** Describe the main changes in a period in history.
- OC1** Communicate ideas about from the past using different genres of writing, drawing, diagrams, data-handling, drama role-play and using ICT.
- OC2** Plan and present a self-directed project or research about the studied period.

ART SKILLS

- E3** question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks
- D6** develop drawing using tonal contrast and mixed media
- DM1** explore ideas using digital sources i.e. internet, ipads
- DM2** record, collect and store visual information digitally
- DM3** present recorded visual images using software
- P4** mix and match colours to create atmosphere and light effects
- P5** identify, mix and use primary, secondary, complimentary and contrasting colours
- E4** think critically about their art and design work.

SCIENCE

- Light - how light travels

CROSS-CURRICULAR MATHEMATICS

- Murder mystery maths reasoning problems linked to Crime and Punishment
- Maths reasoning problems linked to Crime and Punishment. E.g. working out the percentage of male and female inmates at a Victorian gaol.

CROSS-CURRICULAR ENGLISH

- Texts and sources linked to Crime & Punishment – fiction and non-fiction
- Diary writing from viewpoint of a victim
- Newspaper reports based on crimes
- Interview with a Police Officer
- Reading and writing police statements – inference and deduction
- Storyboards – what happened?
- Courtroom debate and evidence presentation
- Writing balanced arguments

ENRICHMENT OPPORTUNITIES

- Crime and Punishment – A day in an 18th century Court Room. Our Judge, Jury and Executioners will decide the fate of an infamous highwayman in what is likely to be a lively classroom debate.

MUSIC

- **A New Year Carol** – Benjamin Britten's music
- **Happy** – Music that makes you happy