

## OUR AWESOME UK MUSEUM

### HOOK:

**Great Britain – case study/  
Settlement in UK**

**Anglo Saxon and Scot  
settlements**

**We are musicians –  
producing digital music  
<https://www.bandlab.com/>**

**Living things and their  
habitats**

**Wildlife Crossing Lego  
WeDo 2**

**Anglo-Saxon art  
Bullying and racism-what  
does it look like.**

### OUTCOMES:

- Understand the difference between the U.K., Great Britain and the British Isles.
- Identify industry and economic activities that happen in the U.K.
- Name and locate counties and cities of the United Kingdom, geographical regions and their identifying physical characteristics including hills, mountains, coasts and rivers.
- Human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water and how this has developed and changed since Roman times.
- How can we protect our natural environment whilst still using its resources.
- Understand the impact of Britain's settlement by Anglo-Saxons and Scots
- Understand how the Roman withdrawal affected Britain in c. AD 410 and the fall of the western Roman Empire
- Be aware of the Scots invasions from Ireland to north Britain (now Scotland) and reasons for this.
- Anglo-Saxon invasions, settlements and kingdoms: place names and village life
- Anglo-Saxon art and culture
- Christian conversion – Canterbury, Iona and Lindisfarne
- Use one or more programs to edit music.
- Create and develop a musical composition, refining their ideas through reflection and discussion.
- Develop collaboration skills.
- Develop an awareness of how their composition can enhance work in other media.
- **Living things and their habitats** - Recognise that living things can be grouped in a variety of ways
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
- Recognise that human development has an impact on habitats and biodiversity.
- study famous examples of Anglo-Saxon art
- Sketch chosen example
- Use different techniques for different purposes e.g. shading, hatching.
- Explore the ideas of bullying and racism.
- Define bullying using the correct terms, children to role play examples - case study - Were they being bullied?
- Identify incidents of racism for a number of scenarios - what does it look like?