

Our REAL Project

Project Name

The Victorian Era

Project Summary

An exploration of invention and innovation in Britain during the Victorian era.

Essential Question

Should we remember the Victorian Era as a Golden Age of tremendous change for the better?

How are your children meeting the four components of effective projects?

Rigorous

How will students show in depth subject knowledge?

Through challenge based sessions promoting an in depth look at the Victorians. The children will have many real-life experiences and scenarios, including a focus on inventions. They will identify and understand how people of the time were treated and will be able to describe historical reforms in relation to their cause and effect. Through researching primary and secondary sources of information, using picture books and other fictional texts, they will think carefully about the validity of information.

Engaging

How will students engage with the learning?

Children will be introduced to the topic with an immersive learning environment and by following rules similar to their Victorian predecessors. They will use historical sources, both primary and secondary, such as artwork, photographs and newspaper articles. The children will create their own inventions and make food invented during the period, as well as creating Victorian inspired Christmas paraphernalia to sell at the Enterprise Fayre.

Authentic

What will our authentic audience be?

Parents and families will be invited in to the exhibition of the children's learning. Children will have the opportunity to present their learning within school to their peers. Children will work with St George's on a STEM project. Children will also present their work to members of the community as part of their Dragon's Den project.

Learning

How will students show their learning of key skills in this project?

Through purposeful weekly outcomes, addressing the key question, which have been critiqued and improved throughout the project. As well as diary writing, creating a Royal Family tree, writing well-known stories from different perspectives, creating artwork from observational drawing, researching and investigating inventions and their inventors, creating their own models and making food.

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Project Overview

During this term the children will be fully immersed in hands-on practical learning opportunities to develop an awareness and understanding of the innovation that took place during the Victorian era. As each week progresses the children will develop a detailed understanding of innovations, key figures and inventions, beginning with looking at life in Victorian schools and workhouses. The children will be able to experience life in a workhouse first-hand on our trip to Southwell Workhouse. We will then move to key figures within the Victorian era including the Royal Family, Charles Dickens and Isambard Kingdom Brunel. In science we will consider Charles Darwin's contributions and look at adaptations of living organisms. We will learn about the Pre-Raphaelite Brotherhood's return to nature and focus on improving our observational drawing skills. To improve our DT, science and maths skills, we will look at significant inventions and then think about creating our models. Towards the end of term we will be observing where many of our Christmas traditions began.

Please note this is an OUTLINE PLAN which may change depending on the children's ideas and interests.

Project Timeline

Week 1/2 - School and Workhouse

Week 3/4 - Royal Family

Week 5/6 - Charles Dickens

Week 7/8 - Pre-Raphaelite Brotherhood

Week 9/10 - Inventions

Week 11/12 - Inventors

Week 13/14 - Christmas

Curriculum links and focus

Maths - word problems involving the four operations; scaling, ratio and measurement; time; timetables.

English - diary writing; non-chronological report; biography; retelling stories from other perspectives; reviews; persuasive writing.

History - comparing life in Victorian Britain with now; conditions of life and work including reforming acts; Royal Family tree; sources of evidence.

Geography - migration within the UK.

Science - Charles Darwin; materials; forces.

Art - portraiture; observational drawing; painting from nature.

DT - cooking and food preparation; sewing; model making.

Music - Christmas carols.

PE - playground games.

PSHE - rules, rights and responsibilities.

ICT - researching using the internet; digital literacy creating and editing presentations; computer science involving coding.