


Upper 2

Term 1.1

Theme/Topic: Traders and Raiders 

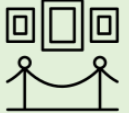
Big Question: are all trades fair?

Memorable Experience: Coal mining museum

Driving Subject: History, science and geography

Real World Outcome: creating an infomercial

Term 1.2

Theme/topic: Gallery Rebels 


Big Question: Is all art beautiful?

Memorable Experience: Sheffield Art Gallery trip

Driving Subject: Art and Design

Real World Outcome: Create your own art

Term 2.1

Theme/Topic: Alchemy Island 

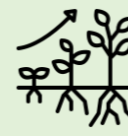
Big Question: Is all science needed?

Memorable Experience: Gaming museum Sheffield

Driving Subject: STEAM

Real World Outcome: Design an Alchemy Island Computer game

Term 2.2

Theme/Topic: Allotment 


Big Question: What happens if there are no animals?

Memorable Experience: Visit to allotment

Driving Subject: Geography

Real World Outcome: Sustainable farming project

Term 3.1

Theme/Topic: Misty mountain winding river 


Big Question: do all rivers lead to the sea?

Memorable Experience: RNLI Visit

Driving Subject: STEAM

Real World Outcome: Save water campaign

Term 3.2

Theme/Topic: Ancient civilisations 

Big Question: should treasure ever not be found?

Memorable Experience: what was mummification

Driving Subject: History, art and design, geography

Real World Outcome: Create an Egyptian artefact

