









Topic (History, Geography, Art & Design, Design Technology)

Intention

Aims and objectives

The aims of Topic teaching at Pattishall are

- To foster an interest in the world around us and its history;
- To impart knowledge from which we can learn from
- To stimulate and encourage children's creativity, adaptability, problem solving and growth mindset;
- To support oracy and literacy and, in particular, to develop group work, speaking & listening skills;
- To help children develop their awareness of cultural similarities and differences across the UK and around the world;
- To lay the foundations for future study by pupils;
- To give an extra dimension to teaching and learning across the curriculum.

Implementation

In our school, Geography, History, Art & Design and Design Technology are taught under the umbrella title 'Topic'.

Topic themes are covered by paired year groups (Y1&2, Y3&4, Y5&6). The rationale behind this us that:

- Teachers have greater support when planning as they can plan together.
- Financially, it allows us to access more resources, visitors and trips as costs are shared between two year groups.
- It helps with progression, as teachers have a clear idea of what has been done in the previous year.
- It raises the profile of Topic throughout the school and keeps ideas 'fresh'.

Differentiation between the paired year groups is planned for and monitored by Topic Coordinator.

Each class has 3-4 hours of Topic per week, taught by the class teacher.

We have an Enquiry Based curriculum. Instead of specific Learning Objectives we have Big Questions that children will attempt to answer each lesson, as well as being encouraged to ask their own.

Topic themes are linked to high quality texts used in English lessons to create meaningful cross curricular links. In Key Stage 1, and where possible in Key Stage 2, Topic is also linked to Science.

Pattishall Primary is committed to safeguarding and promoting the welfare of children and expects all staff and volunteers to share this commitment.











Teaching methods for Topic are varied. Where possible, activities are practical and immersive. Children are often encouraged to think and decide for themselves the best way to record their work. There is a physical record of the learning each lesson: this may be in the child's individual Topic book, or a photo/example of groupwork/post-it in the class's Floor Book or Working Wall.

Educational visits & visitors relating to Topic are encouraged and take place throughout the school.

The physical learning environment is seen as important, and it is clear, upon entering a classroom what their Topic is.

For specific examples of implementation, please see Appendix 1, Chris Quigley Milestones which shows objectives for each paired year group.

Impact

By the time the children leave us in Year 6, they will:

Have asked and answered many questions about the world and want to find out even more.

Have a firm grasp of UK and world geography including biomes, continents, oceans, rivers and countries.

Know how to understand and draw maps, using 6 figure grid references and vocabulary such as latitude, longitude, and hemisphere.

Describe how and when areas change over time.

Have a solid understanding of the factors effecting the health of our planet and what can be done to conserve it.

Understand the chronology of British and World History up to 1066 (and some elements post 1066)

Be able to talk about what can be learned from historical events and how consequences may have been different

Discuss the legacy of historical civilisations.

Have an appreciation of artists and designers and identify themes in their work. Confidently use a range of art and DT materials, selecting the best one for a specific purpose.

Curriculum progression

Progression across the school is ensured by the use of the Chris Quigley Milestones (see Appendix). Staff allocate at least one Topic unit for each of the milestones.

Curriculum structure

Pattishall Primary is committed to safeguarding and promoting the welfare of children and expects all staff and volunteers to share this commitment.













YEAR A 2022-2023	AUT	UMN	SPR	ING	SUMMER
YEAR 1 AND 2	Extreme	weather	Cracking	Ideas	Australian Adventures
YEAR 3 AND 4	Stone Age to Iron Age	Mountains, Lakes & Rivers	Eurovi (European G		Romans
YEAR 5 AND 6	The Rainforest (South America)	The Ancient Maya	Earth Matters (Volcanoes & Earthquakes)	Biomes	Northamptonshire (Local History & Geography)

YEAR B <mark>2021-2022</mark>	AUT	UMN	SPRI	ING	SUM	MER
YEAR 1 AND 2	Great an	d Ghastly	Amazing places	s and spaces	From Fie	ld to Fork
YEAR 3 AND 4	Ancien	t Egypt	Best of I		Ancient Greece	Crime & Punishmen
YEAR 5 AND 6	Land of The Free Part 1 (USA Geography)	Land of the Free Part 2 (USA Civil Rights)	Anglo Saxons	Vikings	The Mo	onarchy

Inclusion

Topic teaching at Pattishall is fully inclusive. No child is excluded by reason of a learning difficulty, or because they have English as an additional language. Experience has indeed shown that such children can derive particular benefit from taking part in Topic learning activities in which they may be less disadvantaged than in other areas of the curriculum, due to the practical nature of a lot of the activities and higher interest (and therefore engagement) level.

Topic learning activities are planned in such a way as to encourage the full and active participation of all pupils. Work is differentiated as appropriate to the needs of individual children. Collaborative work is encouraged, and children are grouped in many different ways for this.

Monitoring progress and assessing attainment

Opportunities to monitor the children's progress in Topic are built into our programmes of study. Most assessment is formative and is used to support teaching and learning and inform future planning. Assessments are based on observation of children working on a range of practical, written and oral activities. Whole class marking has been introduced as well as highlighting Big Questions as per Marking & Feedback policy. ClassTrack is used to monitor and record progress.

COVID-19 Addendum

During the pandemic, Topic work was delivered to all year groups as part of their usual weekly timetable. A range of activities were set by class teachers on the Class Dojo platform, and engagement for Topic was high, with the vast majority of the children completing the tasks set.

Pattishall Primary is committed to safeguarding and promoting the welfare of children and expects all staff and volunteers to share this commitment.











Appendix 1 – Chris Quigley Milestones

HISTORY

NC	Year 1 and 2	Year 3 and 4	Year 5 and 6
To investigate and interpret the past	Observe or handle evidence to ask questions and find answers to questions about the past.	Use evidence to ask questions and find answers to questions about the past.	Use sources of evidence to deduce information about the past.
	Ask questions such as: What was it like for people? What	Suggest suitable sources of evidence for historical enquiries.	Select suitable sources of evidence, giving reasons for choices.
	happened? How long ago? • Use artefacts, pictures, stories,	Use more than one source of evidence for historical enquiry in	Use sources of information to form testable hypotheses about the past.
	online sources and databases to find out about the past.	order to gain a more accurate understanding of history.	Seek out and analyse a wide range of evidence in order to justify claims about the past.
	Identify some of the different ways the past has been represented.	Describe different accounts of a historical event, explaining some of the reasons why the accounts may differ.	 Show an awareness of the concept of propaganda and how historians must understand the social context of evidence studied.
		Suggest causes and consequences of some of the main events and changes in history.	Understand that no single source of evidence gives the full answer to questions about the past.
			Refine lines of enquiry as appropriate.
To build an overview of world history	Describe historical events.Respond to ideas and starting	Describe changes that have happened in the locality of the school throughout history.	Identify continuity and change in the history of the locality of the school.
·	points. • Describe significant people from the past.	Give a broad overview of life in Britain from ancient until medieval times.	Give a broad overview of life in Britain from medieval until the Tudor and Stuarts times.
	Recognise that there are reasons why people in the past acted as they did.	Compare some of the times studied with those of other areas of interest around the world.	Compare some of the times studied with those of the other areas of interest around the world.
		Describe the social, ethnic, cultural or religious diversity of past sociaty.	Describe the social, ethnic, cultural or religious diversity of past society.
		Describe the characteristic features of the past, including	Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.











		ideas, beliefs, attitudes and experiences of men, women and	
		children.	
To understand chronology	Place events and artefacts in order on a time line. Label time lines with words or phrases such as: past, present, older and newer. Recount changes that have	 Place events, artefacts and historical figures on a time line using dates. Understand the concept of change over time, representing this, along with evidence, on a time line. 	 Describe the main changes in a period of history (using terms such as: social, religious, political, technological and cultural). Identify periods of rapid change in history and contrast them with times of relatively little change.
	Occurred in their own lives. Use dates where appropriate.	Use dates and terms to describe events.	Understand the concepts of continuity and change over time, representing them, along with evidence, on a time line.
			Use dates and terms accurately in describing events.
To communicate historically	Use words and phrases such as: a long time ago, recently, when my parents/carers were children, years, decades and	Use appropriate historical vocabulary to communicate, including:	Use appropriate historical vocabulary to communicate, including:
	centuries to describe the passing of time.	• dates	• dates
	Show an understanding of the concept of nation and a nation's	• time period	• time period
	history.	• era	• era
	Show an understanding of concepts such as civilisation,	• change	chronology
	monarchy, parliament, democracy, and war and peace.	chronology.	• continuity
		Use literacy, numeracy and computing skills to a good	• change
		standard in order to communicate information about the	• century
		past.	• decade
			• legacy.
			Use literacy, numeracy and computing skills to a exceptional standard in order to communicate information about the past.
			Use original ways to present information and ideas.

GEOGRAPHY

	0_00.0.0.00					
NC	Year 1 and 2	Year 3 and 4	Year 5 and 6			
			·			











To investigate places	Ask and answer geographical questions (such as: What is this place like? What or who will I see in this place? What do	Ask and answer geographical questions about the physical and human characteristics of a location.	Collect and analyse statistics and other information in order to draw clear conclusions about locations.
	people do in this place?). • Identify the key features of a	Explain own views about locations, giving reasons.	Identify and describe how the physical features affect the human activity within a location.
	location in order to say whether it is a city, town, village, coastal or rural area.	Use maps, atlases, globes and digital/computer mapping to locate countries and describe features.	Use a range of geographical resources to give detailed descriptions and opinions of the characteristic
	Use world maps, atlases and globes to identify the United Constant and the control of the	Use fieldwork to observe and record the human and physical	features of a location.
	Kingdom and its countries, as well as the countries, continents and oceans studied.	features in the local area using a range of methods including sketch maps, plans and graphs and digital technologies.	Use different types of fieldwork sampling (random and systematic) to observe, measure and record the human and physical features in the
	Use simple fieldwork and observational skills to study the geography of the school and the	Use a range of resources to identify the key physical and	local area. Record the results in a range of ways.
	key human and physical features of its surrounding environment.	human features of a location.	Analyse and give views on the effectiveness of different geographical representations of a location (such as
	Use aerial images and plan perspectives to recognise landmarks and basic physical	Name and locate counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics, including	aerial images compared with maps and topological maps - as in London's Tube map).
	Name, locate and identify characteristics of the four countries and capital cities of the United Kingdom and its	hills, mountains, cities, rivers, key topographical features and land-use patterns; and understand how some of these aspects have changed over time.	Name and locate some of the countries and cities of the world and their identifying human and physical characteristics, including hills, mountains, rivers, key topographical features and land-use
	surrounding seas. • Name and locate the world's	Name and locate the countries of Europe and identify their main physical and	patterns; and understand how some of these aspects have changed over time.
	continents and oceans.	human characteristics.	Name and locate the countries of North and South America and identify their main physical and human characteristics.
To investigate patterns	Understand geographical similarities and differences through studying the human and physical geography of a small area of the United Kingdom and of a contrasting non-European country.	Name and locate the Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle and date time zones. Describe some of the characteristics of these geographical areas.	Identify and describe the geographical significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, and time zones (including day and night).
	 Identify seasonal and daily weather patterns in the United Kingdom and the location of hot and cold areas of the world in relation to the Equator and the 	 Describe geographical similarities and differences between countries. Describe how the locality of the 	Understand some of the reasons for geographical similarities and differences between countries.
	relation to the Equator and the	school has changed over time.	Describe how locations around the











	North and South Poles. • Identify land use around the		world are changing and explain some of the reasons for change.
	school.		Describe geographical diversity across the world.
			Describe how countries and geographical regions are interconnected and interdependent.
To communicate	Use basic geographical vocabulary to refer to:	Describe key aspects of:	Describe and understand key aspects of:
geographicall y	• key physical features,	physical geography, including: rivers, mountains, volcanoes and	• physical geography, including:
	including: beach, coast, forest, hill, mountain, ocean, river, soil,	earthquakes and the water cycle.	climate zones, biomes and vegetation belts, rivers, mountains, volcanoes
	valley, vegetation and weather.	• human geography, including: settlements and land use. • Use the	and earthquakes and the water cycle. • human geography, including: settlements, land use, economic
	• key human features, including: city, town, village, factory, farm, house, office and shop.	eight points of a compass, four- figure grid references, symbols and key to communicate knowledge of the United Kingdom and the wider world.	activity including trade links, and the distribution of natural resources including energy, food, minerals, and water supplies.
	Use compass directions (north, south, east and west) and locational language (e.g. near and far) to describe the location of features and routes on a map.		Use the eight points of a compass, four-figure grid references, symbols and a key (that uses standard Ordnance Survey symbols) to communicate knowledge of the United Kingdom and the world.
	Devise a simple map; and use and construct basic symbols in a key. Use simple grid references (A1, B1).		Create maps of locations identifying patterns (such as: land use, climate zones, population densities, height of land).

ART AND DESIGN

NC	Skill / Media	Year 1 and 2	Year 3 and 4	Year 5 and 6
To develop ideas		 Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 	 Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. 	 Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas.
			 Comment on artworks 	Spot the potential in











	1	I		
			using visual language.	unexpected results as work progresses.
				Comment on artworks with a fluent grasp of visual language.
To master techniques	Paintin g	Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels.	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour.	 Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists.
	Collag e	 Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. 	 Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage. 	 Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.
	Sculptu	Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.	 Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail. 	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.
	Drawin g	Draw lines of different sizes and thickness.Colour (own work) neatly following the lines.	Use different hardnesses of pencils to show line, tone and texture. Annotate sketches to	 Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques
		Show pattern and texture by adding	explain and	to depict movement, perspective, shadows











		dots and lines.	elaborate ideas.	and reflection.
		doto and intee.	Glaborato ladad.	and remodien.
		Show different tones by	Sketch lightly (no need	Choose a style of drawing
		using coloured pencils.	to use a rubber to correct	suitable for the work (e.g.
			mistakes).	realistic or impressionistic).
			 Use shading to show 	Use lines to represent
			light and shadow.	movement.
			Use hatching and cross	
			hatching to show	
	Deint	. Haa ranaatina ar	tone and texture.	- Duild up layare of calcura
	Print	 Use repeating or overlapping shapes. 	Use layers of two or more colours.	Build up layers of colours.
		Mimic print from the	more colours.	. Create an accurate nattern
		environment	Replicate patterns	Create an accurate pattern, showing fine detail.
		(e.g. wallpapers).	observed in natural or	Showing into detail.
			built environments.	Use a range of visual
		Use objects to create		elements to reflect the
		prints (e.g.	Make printing blocks	purpose of the work.
		fruit, vegetables or	(e.g. from coiled	
		sponges).	string glued to a block).	
		. Droop roll rub and		
		Press, roll, rub and stamp to make prints.	Make precise repeating	
	Textile	Use weaving to create a	patterns. • Shape and stitch	. Chaw precision in
	S	pattern.	materials.	Show precision in techniques.
		pattorni	materiale.	1001111140001
		Join materials using	Use basic cross stitch	Choose from a range of
		glue and/or a stitch.	and back stitch.	stitching techniques.
		• Use plaiting. (PSHE –	Colour fabric.	Combine previously learned
		friendship bracelets)		techniques to create pieces.
			Create weavings.	
		 Use dip dye techniques. 		
			• Quilt, pad and gather	
	Digital	• Lloo o wido rango of	tabric.	• Enhance digital madia by
	Digital media	Use a wide range of tools to create	Create images, video and sound	Enhance digital media by editing (including sound,
	modia	different textures, lines,	recordings and explain	video, animation, still images
		tones, colours and	why they were created.	and installations). (English &
		shapes. Computing	,	Computing)
			Computing	
To take		Describe the work of	Replicate some of the	Give details (including own
inspiration from		notable artists, artisans	techniques used by	sketches) about the style of
the greats		and designers.	notable artists, artisans	some notable artists, artisans
(classic and modern)		Use some of the ideas of artists studied to	and designers.Create original pieces	and designers. • Show how the work of those
inioueiii)		create pieces.	that are influenced by	studied was influential in both
ı				











• Use the qualities of materials to create suitable visual and tactile

effects in the decoration of textiles (such as a soft decoration

Be watchful. Stand firm in your faith. Be strong. Be courageous. And let everything you do be done in love. 1 Corinthians 16: 1

					Create original pieces that				
					show a range of influences and styles.				
DESIGN T	DESIGN TECHNOLOGY								
NC	Area		Year 1 and 2	Year 3 and 4	Year 5 and 6				
To master practical skills	Food		Cut, peel or grate ingredients safely and hygienically.	Prepare ingredients hygienically using appropriate utensils.	Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms).				
			 Measure or weigh using measuring cups or electronic scales. 	 Measure ingredients to the nearest gram accurately. Follow a recipe. 	Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.				
			Assemble or cook ingredients.	 Assemble or cook ingredients (controlling the temperature of the oven or hob, if cooking). 	Demonstrate a range of baking and cooking techniques.				
					Create and refine recipes, including ingredients, methods, cooking times and temperatures.				
	Mate		 Cut materials safely using tools provided. Measure and mark out to 	Cut materials accurately and safely by selecting appropriate tools.	Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise				
			the nearest centimetre.	Measure and mark out to the nearest millimetre.	scissor cut after roughly cutting out a shape).				
			Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).	 Apply appropriate cutting and shaping techniques that include cuts within the perimeter of the material (such as slots or cut outs). 	Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to				
			 Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). 	Select appropriate joining techniques.	cut paper).				
	Texti		Shape textiles using templates.	Understand the need for a seam allowance.	Create objects (such as a cushion) that employ a seam allowance.				
			Join textiles using running stitch.	Join textiles with appropriate stitching.	Join textiles with a combination of stitching techniques (such as				
l			Colour and decorate textiles using a number of techniques (such as	Select the most appropriate techniques to decorate textiles.	back stitch for seams and running stitch to attach decoration).				

printing).











				for comfort on a cushion).
	Electricals and electronics	Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).	Create series and parallel circuits	Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips).
	Computing	Model designs using software.	Control and monitor models using software designed for this purpose.	Write code to control and monitor models or products.
	Constructio n	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.	Choose suitable techniques to construct products or to repair items. Strengthen materials using suitable techniques.	Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filing and sanding).
	Mechanics	Create products using levers, wheels and winding mechanisms.	Use scientific knowledge of the transference of forces to choose appropriate mechanisms for a product (such as levers, winding mechanisms, pulleys and gears).	Convert rotary motion to linear using cams. Use innovative combinations of electronics (or computing) and mechanics in product designs.
To design, make, evaluate and		Design products that have a clear purpose and an intended user.	Design with purpose by identifying opportunities to design.	Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).
improve		Make products, refining the design as work progresses.	Make products by working efficiently (such as by carefully selecting materials).	Make products through stages of prototypes, making continual refinements.
		Use software to design.	Refine work and techniques as work progresses, continually evaluating the product design.	Ensure products have a high quality finish, using art skills where appropriate.
			Use software to design and represent product designs.	Use prototypes, cross-sectional diagrams and computer aided designs to represent designs.
To take inspiration from design throughout history		Explore objects and designs to identify likes and dislikes of the designs.	Identify some of the great designers in all of the areas of study (including pioneers in horticultural techniques) to generate ideas for designs.	Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.
		Suggest improvements to existing designs.	Improve upon existing designs, giving reasons for choices.	Create innovative designs that improve upon existing products.
		Explore how products have been created.	Disassemble products to understand how they work.	Evaluate the design of products so as to suggest improvements to the user experience.