

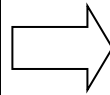


Project Planning - Shang Dynasty

Hodgkin Autumn 1

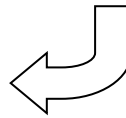
W/C 2.9.24. and 9.9.24.

Art – To know that different tones, hue and mood can be created by mixing colours.
History – To know where the Shang Dynasty fits on the timeline of history.
Computing – To know how to design a programme.



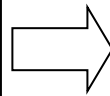
W/C 16.9.24.

Art – To know about the art form Lithography.
Computing – To know how to design a programme.
History – To know how we know about the Shang Dynasty.



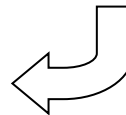
W/C 23.9.24.

Art – To know artists who use printing in their artwork.
Computing – To know how to create algorithms.
History – To know how the Shang Dynasty began.



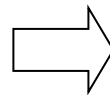
W/C 30.9.24.

Art – To know artists who use printing in their artwork.
Science – To know materials are used based on their properties.
History – To know what life was like for people in the Shang Dynasty.



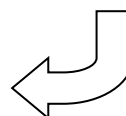
W/C 7.10.24.

History – To know what the Shang people believed.
Science – To know materials are used based on their properties.
Art – To know artists who use printing in their artwork.



W/C 14.10.24.

RE – To understand the 10 commandments and if they are still relevant today.
Science – To know that some materials will dissolve and other will not.
History - To know the meanings of these substantive concepts: Church, empire, emperor, religion, nun, monk, rights, ancestors and settlement.



W/C 21.10.24.

History – To know how Shang people beliefs were similar and different to others in the time period.
Science – To know how to recover a substance from a solution.
D&T – To know how to cook predominantly savoury dishes.