

What's The Big Idea? Big Idea *Organiser*

Adventures Guiding Purpose: To be adventurers.

Year 5 Summer 1



Geography Key Information:

Follow directions to and around Bishopthorpe Road/ Rowntree Park.

Use fieldwork to observe, measure, record and analyse human and physical features.

Present fieldwork findings by creating sketch maps, plans and graphs and a key. Use the 8 compass points to describe the location of features and routes on a map.

Links to learning:

- ★ <https://www.bbc.co.uk/teach/class-clips-video/ks2-explorers/zjh8bdm>
- ★ <https://www.ducksters.com/biography/explorers/>
- ★ <https://www.stem.org.uk/resources/community/collection/284639/explorers>



Science Key Information:

Compare and group together everyday materials based on their properties .

Use knowledge of solids, liquids and gases to decide how mixtures might be separated, including through filtering, sieving and evaporating

Give reasons, based on evidence from comparative and fair tests, for the particular uses of everyday materials, including metals, wood and plastic

Knowledge Vocabulary:

ADVENTURE	SURVIVAL	RISK
NAVIGATE	EXPLORE	MAPS
HARDNESS	SOLUTION	WATER RESISTANT
THERMAL	IRREVERSIBLE	ADVENTURES

Optional home learning activities -

Week 1: Create an information fact file about an adventurer of your choice.

Week 2: Write an adventure story.

Week 3: Make your very own model of an adventure or adventurer.

Week 4: Make your very own treasure hunt and map.

Week 5: Go on your own adventure with adult supervision!

PE Key Information:

Take part in outdoor and adventurous activity challenges both individually and within a team.

Carlton Lodge

Enquiry questions:

- ★ Where are the most adventurous places?
- ★ How do people survive?
- ★ Can we make a map and follow it?
- ★ Can we make a survival kit?