

U2 LEARNING THEMES 2025-26



TERM 1.1 TRADERS AND RAIDERS

Driving Theme: Focus given to the Anglo-Saxons and Vikings
Driving Subject(s) History, Art and Design, DT
Big Question: are all trades fair?
Memorable Experience: The sailing boat Challenge
Real World Outcome: History Podcast



TERM 1.2 GALLERY REBELS

Driving Theme: artists that made us think about the world
Driving Subject(s) History, Art and Design, DT
Big Question: How can artists break the rules to change how we see the world
Memorable Experience: Art Gallery Visit
Real World Outcome: Create digital Art



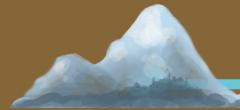
TERM 2.1 ALCHEMY ISLAND

Driving Theme: Using map skills and science investigations
Driving Subject(s) Geography, Science and Digital Literacy
Big Question: How can we use scientific knowledge, creativity, and problem-solving to uncover the secrets of Alchemy Island
Memorable Experience: Chief Alchemists Riddle
Real World Outcome: Create a new video game



TERM 2.2 ALLOTMENT

Driving Theme: Land use; Food origins; Geographical skills and fieldwork; Map work; Climate. Life cycles of animals and plants
Driving Subject(s) Science and Digital Literacy
Big Question: Where does our food come from?
Memorable Experience: Visit an allotment
Real World Outcome: Gardening master class



TERM 3.1 MISTY MOUNTAIN WINDING RIVER

Driving Theme: exploring the characteristics and features of rivers and mountain ranges around the world
Driving Subject(s) Geography
Big Question: Where does our food come from?
Memorable Experience: River or Mountain visit.
Real World Outcome: Create an information pack about a local river or walk



TERM 3.2 ANCIENT CIVILISATIONS

Driving Theme: history of three of the world's first ancient civilisations: ancient Sumer, ancient Egypt and the Indus Valley civilisation
Driving Subject(s) History
Big Question: What can we learn from ancient civilisations?
Memorable Experience: Tutankhamun's treasures
Real World Outcome: Class Documentary about the Ancient Civilisations