


# Upper 2

**Term 1.1**

**Theme/Topic:** Traders and Raiders 

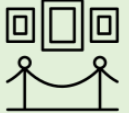
**Big Question:** are all trades fair?

**Memorable Experience:** Viking Experience

**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:** Yorkshire Sculpture Park

**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:** Live Science Experiments

**Driving Subject:** STEAM

**Real World Outcome:** Design Alchemy Island

**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 information morning

**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:** creating a mummy

**Driving Subject:** History, art and design, geography

**Real World Outcome:** Create an Egyptian artefact

