Overview of Declarative Knowledge

Subject: HISTORY

	Autumn	Spring	Summer
1	**Far Far Away** How can we connect with communities far far away? • Local history – what is it like where we live now and in the past? **H1.1b, H1.2f, H1.3d**	**Comics Can…** How can we celebrate real life heroes through time? • Lives of significant individuals in the past who have contributed to national and international achievements. **H1.1a, H1.1c, H1.2f, H1.2g, H1.3c, H1.3e**	**Buckets and Spades** Plan and design a gallery that brings the seaside to the city • Changes in living memory – people travelling to the seaside and going on holiday to the beach **H1.1b, H1.2c, H1.3d**
2	**Sparks will Fly** How can we tell stories of fire? • Events beyond living memory that are significant nationally or globally – the Great Fire of London **H1.1c, H1.1d, H1.2b, H1.2e, H1.3a, H1.3b, H1.3c**	**The Really Rural Show** How can we bring the countryside to our city environment?	**Up, Up and Away** How can we make something fly? • Changes in living memory – the changes of flying machines over time • Events beyond living memory that are significant nationally or globally – the first flight in air and in space **H1.2a, H1.2b, H1.2c, H1.2d, H1.2e, H1.2f,**
3	**Around the World in 80 Beats** Compose an album of songs of the world	**A Day at the Museum** How can we run our own pop-up museum? • British and European history focus • Changes in Britain from the Stone Age to the Iron Age • Ancient Greece – a study of Greek life and achievements and their influence on the western world **H2.1a, H2.1b, H2.2a, H2.2b, H2.2e, H2.2f**	**Catastrophe!** How can we raise awareness and support those affected by a natural disaster?
4	**Bolts n Bones** How can we promote local health?	**A Day at the Museum** How can we run our own pop-up museum? • Wider world history focus • The achievements of the earliest civilizations – Ancient Egypt • A non-European society that provides contrasts with British history –Mayan civilization **H2.1a, H2.1b, H2.2d, H2.2e, H2.2g, H2.3a**	**Crazy Contraptions** How can we design a product which solves a problem? • Significant turning point in British history – the inventions of key products, the Industrial revolution, railways and the car. Reasons and impact with changes. • Timeline of inventions and inventors through history • Historical facts and opinions about inventors and inventions **H2.1c, H2.1d, H2.2c, H2.3b, H2.3c, H2.3d**
5	**Changemakers** How can we raise awareness of a global issue?	**Space Infinity** How can we help people experience Space virtually?	**Invade and Attack** How can we re-enact the chronology of those who invaded Britain? • Britain's settlement by Anglo-Saxons and Scots • Viking and Anglo-Saxon struggle for the Kingdom of England **H3.1a, H3.1b, H3.1d, H3.2b**
6	**Conflicts; Causes and Outcomes** How can we capture first-hand perspectives of conflicts so that we can learn lessons from the past? • British history that extends pupils' chronological knowledge beyond 1066 – the world wars and wider conflicts through time	**Goblin and Ghouls** Create our own chronicles	**Ballot Street** Produce and launch the next Ballot Street Product • Local history: heritage and changes in community including migration – changes, cause, consequence and

			significance to local community over time
	H3.1c, H3.2a, H3.2c, H3.2d, H3.2e, H3.2f		**H3.2g, H3.3a**