

Mortimer St. John's Project Overview

Title



Fit for a Queen!

Rationale

Following the arrival of a box of Victorian toys, the children are going to hold an exhibition at the request of the Queen. The children will use their English skills to write a writing about historical sources. They will also explore the amazing inventions and toys used in the Victorian era. The children will also have an interactive experience to fully understand the way Victorian schools were run and how different they are to now!

Hook

The children arrive in their classrooms to find a mysterious box filled with Victorian toys. Children will discuss what they think the objects are, what they think it was used for, what era they think it was from.

Outcome

Children will be creating a Victorian exhibition for parents to visit across the school. They will be showing their models they have created based on Victorian trains.

Learning Power:

Independence

Constant Learning Power:

Communication

Lead 1 History

Examine secondary sources (books, websites, video clips) and primary sources (photographs of original items) to discover who Queen Victoria was and present their findings.

Research what the British empire was and its impact globally by plotting it on a world map.

Use secondary and primary sources to find out about different inventors, their inventions (light bulbs, telephone and photography) and explain the impact these inventions have on today's

Lead 2 English

Research who Queen Victoria was and present their findings in a non-fiction text.

Learn and step a 'toy room' story.

Plan and write own toy story.

Use role play to pretend they are part of a Victorian school room.

Lead 3 DT

Explore existing and Victorian toys deciding which are most effective and why.

Investigate and decide who the audience will be.

Generate ideas and a set of design criteria for a Victorian toy.

Explain and justify how the product is purposeful, functional and appealing to the audience.

Select the most appropriate equipment and materials to make the toy.

Use different techniques to cut, shape, join and finish the toy.

life. Create timeline to show how the telephone has changed over time since it has been invented. Investigate how children lives changed in the Victorian Era (work and school) by researching and experiencing it first hand. Compare the similarities and differences of school then and now.		Evaluate the effectiveness of the design and ideas using the design criteria focusing on purpose, function and appeal of the product. Verbally share feedback for improvement.
Application Subject -Science The children will be using every day objects and comparing the suitability of them for making a toy.		
Application Subject – Computing The children will using book creator to create a presentation about Queen Victoria.		
Visits and Visitors Family outcome- Victorian exhibition		
Role Play The children will speak in character and pretend to be in a Victorian classroom.		
Home Learning Children and their families to bake a Victorian-themed creation, (e.g. Victoria sponge, battenburg, dauphinoise Potatoes)		