



England Attractions

Year 4 Autumn Term 2016



Hook:

School Trip to Paultons Park during which we observed the types of ride and rollercoaster you may find in a theme park, and the forces involve which make them work.

Learning opportunities:

Design and Technology

Designed and made our very own theme park rides!

Planning and evaluating designs based on whether they were achievable (mechanics) and whether they matched the theme of our parks.

Market research to find out if the theme of our park could be deciphered from our ride before editing our designs using this.

Made a complete circuit with a battery.

Problem solved when rides were not working - learnt how to examine a malfunctioning ride and work out the issue that was preventing it being powered or turning.



Geography

Named and located counties and cities of the United Kingdom, geographical regions and their identifying human and physical characteristics

Learnt the key topographical features (including hills, mountains, coasts and rivers), and land-use patterns of the UK

Use a range of maps to identify these features and created our own topographical maps

Created a 3D salt dough UK topographical map using our analysis - this became a giant puzzle!

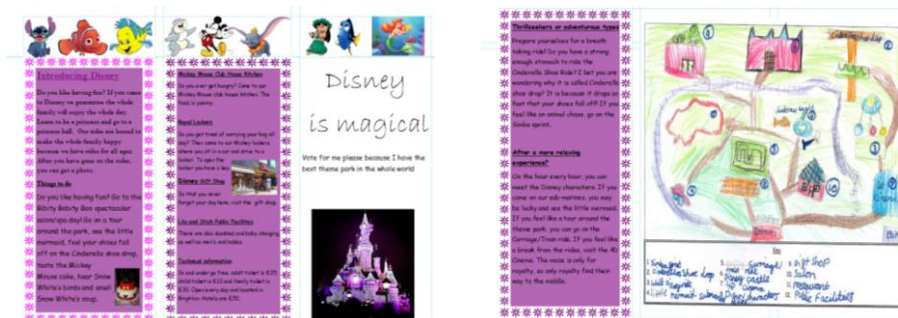
Located human and physical features in the UK to help us with our travel journals.



Writing outcomes:

Travel journal on our favourite place in the UK using our geography knowledge.

Theme park information leaflet on our own theme parks we created.



Goal:

Showcased our rides and theme park proposals using our information leaflets to the school and to our parents. The most popular themes and rides won!

