

African Animals and Volcanoes

Case Study

Hook: For our hook, we had a visitor who had travelled across Africa share their experiences from their journey. They shared photos and told us lots of stories about the different obstacles they encountered and sights they saw along the way.

Geography: As part of our geography learning, we discovered more about mountains and lakes. We explored Mount Kilimanjaro, The Alps and Mount Snowdon. We discovered how tourists and local people benefit from the mountain and how the climate impacts the way that the mountain is used.

Literacy: As part of our writing learning, we have written a letter to the person who made Endurance to inform him of the problems the crew encountered on the expedition and advise him on how they could be fixed.

Computer Science: We learnt about continuous loops and how these are used in everyday life. We then learnt how to create our own continuous loops in our code before applying this learning to create a game based on our mountains learning that used continuous loops to make our code more efficient.

Art: Inspired by the creations of John Muafangejo, we have designed and created our own printing tile based on African animals.

Music: We have learnt the song Shosholoza and practised drumming and using eight beat breaks. We composed our own piece of music using eight beat breaks and performed this.

End goal: We created the journey of our expert visitor from our hook and completed a similar challenge to his in each of the countries we visited.