

Creative Curriculum

Our creative curriculum topics include History, Geography, ICT, Science, Art, Design and Technology, Music and Physical Education. Our Maths and Literacy topics will also be linked with these topics where applicable.

During our 'Armitage and Beyond' topic we will be:

- Locating local villages, towns and cities on a map and creating a key for a map.
- Comparing different types of buildings and reasons for differences and similarities.
- Comparing Armitage with Lichfield and the changes that have taken place over the years
- Asking historical questions about old photos of The Croft Primary School.
- Investigating the history of The Croft and Armitage, including the canal and Armitage Shanks.
- Using email to send and receive information about Armitage.
- Going on a walk around the village to learn more about the history of Armitage.
- Using a database programs to present the data collected on our walk around Armitage about the different types of buildings in the village.
- Exploring canal artwork and creating canal pictures.
- Learning to play the violin.

During our 'Groovy Greeks' topic we will be:

- Locating Greece and Britain on maps
- Investigating the history of Ancient Greeks and comparing now and then.
- Locating these two time periods on time lines
- Using computer programs to present our work and combine text and graphics in order to research aspects of Ancient Greece.
- Research different Gods and categorise them into 'good' and 'bad'.
- Design and create patterns in the style of the Greeks.
- Investigate the history of The Olympic games, including events, costumes and clothing over the years.
- Research The Trojan War and the role of the Trojan Horse.
- Listen to and create traditional Greek music.
- Learn and perform Olympic Games dances.
- Design and create a Greek mythical monster.

During our 'Jungle Fever' topic, we will be:

- Looking at Rainforest plants and comparing with plants in this country.
- Learning about different plants & animals found in different habitats.
- Locating rainforests on a world map and naming countries which contain rainforests.
- Using computer painting program to paint layers of the rainforest.
- Using control devices to design a greenhouse game.
- Listening to and creating rainforest music.
- Creating monsoon collages and rainforest pastel pictures
- Investigating the Artist Peter Musa and designing and creating rainforest artwork.
- Designing and creating Fairtrade food packaging.
- Researching the history of a tribe that lives in the rainforest.