#### 1

## **Art and Design**

- Leonardo da Vinci study of biology/zoology (Art and science of the universe)
- Drawing skills using hatching learning from da Vinci's drawings with thin pens
- Draw images of main stages of Darwin's theory of evolution
- · Build an 'evolution' totem pole
- T shirt printing using heat transfer paper illustrating steps in evolution, or unusual animal adaptations
- Competition to design newly evolved animals e.g. what would eventually happen to giraffes on an island where no tall trees grow? Or camels continuously surrounded by a fresh supply of water?

# Geography

Use the voyage of the HMS Beagle (Darwin's ship) and Darwin's recounts of the voyage as a springboard from which to find out about:

- Latitude
- Longitude
- Equator
- Northern and Southern Hemisphere
- Tropics of Cancer and Capricorn
- · Arctic and Antarctic
- Time zones
- Climate zones
- Biomes
- Vegetation belts
- Volcanoes

# English

- Letters informal and formal (link to Darwin's letters; including during the voyage to/from friends and family, and letters to/from other scientists asking for help with research)
- · Recount of voyage/discoveries
- Explanation how or why adaptation/ natural selection/ evolution happens or how adaptation can lead to evolution
- Note writing to prepare for longer pieces of writing and notes about species
- · Discussion for and against the theory of evolution
- Reading journals read some of the entries from Darwin's journal aboard the Beagle



### French

- Thinking about how animals are adapted to their environment, we take a fresh look at animal vocabulary and learn the parts of the body while learning a song or two along the way
- Looking at how birds have evolved and adapted we develop our reading skills and use prior learning, cognates and bilingual dictionaries to complete a language detective activity
- We compare Christmas celebrations in the UK and Australia and complete a listening comprehension then create and write postcards from Australia to our friends in France

# A Voyage of Discovery

### Music

- Programme Music (depicts a scene or tells a story through musical narrative)
- Analyse the different musical elements within pieces which help to suggest the scene. Consider pitch / dynamics / tempo / instrumentation / timbre and texture
- Learn to play the main theme and compose own class music based on imaginary voyage of discovery
- Experiment with sounds to paint the musical picture

# Computing

- Research key dates and events in the life of Charles Darwin collecting information, images and links with an awareness of plagiarism and copyright.
- Add points to a Google Earth map to tell people about the voyages and discoveries of Charles
- Record a virtual tour flying around the locations and discoveries of Darwin. Record a narration to accompany it.



### Science

In this Unit pupils will be developing ideas in a number of ways, including:

- studying and comparing similarities and differences between various organisms, including human beings, and exploring relationships between variation in different characteristics
- · handling data and using graphical representation of evidence gathered
- exploring ideas about natural selection, how variation may enable an organism to become suited to an environment and positive and negative adaptations
- exploring adaptations of organisms in extreme environments and unusual animal characteristics
- studying primate and human developments over time
  An underlying theme will be the investigation of Charles Darwin's discoveries on the Galapagos Islands and the subsequent development of his ideas and explanations.

### **Applied Maths**

- Calculations linked to distances during sea voyage
- Measurements related to science investigations—comparisons and relationships between results
- Graphs

