<table>
<tr><td>Title: Fairground Forces

Year group: 5</td><td>Project overview
Children will look into a range of forces and apply this knowledge to create their own fairground rides.</td><td>Hook

Harwell Park</td><td rowspan="2">Text(s)
The Nowhere Emporium- Mystery Story (T4W)
‘Wonder’ by RJ Palacio</td><td rowspan="2">Maths overview
Place value
Addition and Subtraction
Statistics
Data Handling</td></tr>
<tr><td>Driving question

If we can’t see it, how can we prove it exists?</td><td>Key Vocabulary

Gravity, water resistance, mechanism, lever, pulley, gear, force, air resistance and friction</td><td>Intended outcome
By the end of the project we want the children to be able to create their own fairground ride using their knowledge on forces and mechanisms.</td></tr>
<tr><td>How does learning build on prior understanding?
Other year groups and other learning?</td><td>Content
What will we learn?</td><td>Creativity
How will we show our learning in different ways?</td><td>Ethos
How does the project embed our values?</td><td>How will this project prepare for future learning?</td></tr>
<tr><td>D&T
Marvellous, Mechanisms and Magical Machines (Year 2)
-Creating and designing carts with wheels and axles.
Wild Water (Year 4)
-Looking at the structure of bridges and beginning to understand what makes some stronger than others and how to create stable foundations.
Science:
Forces and Magnets (Year 3)
-Compare how things move on different surfaces.
-Notice that some forces need contact between two objects.
Electricity (Year 4)
-Identifying common appliances that run on electricity.
-Constructing simple circuits.

Art:
Chocolate (Year 3)
-Showing perspective and depth within chocolate drawings and how this can be created through shading.</td><td>-How unsupported objects falling to the Earth (Gravity)
-Other forces, such as, air resistance, water resistance and friction.
-Investigating mechanisms.
-Looking at how pulleys and gears reduce the amount of force on a greater load.</td><td>Art: Laurence Stephen Lowry
-Accurate drawings of people and perspectives and develop an awareness of scale and proportion.
- To develop an idea of shade and tone.
DT: Funground Rides
-Using a motorised pulley to create a carousel or ferris wheel.
Music:
-Creating a jingle for a radio advert to advertise our outcome.
ICT
-Using micro bits to create our own fairground style programs</td><td>Don’t forget community links too or people who embody those values

Being resourceful when creating our projects and using materials around us.
Respecting the ideas of our peers and working well as a team.
Being resilient, embracing the idea that our first draft/creation may not be our best.</td><td>Science:
Light and Electricity (Year 6)
Creating a circuit with a motor as a component in a circuit and how to represent this as a symbol.

D&T:
Structures (Year 6)
Understanding the stronger shapes and properties of materials to build a lantern.

Art:
Birds of Prey (Year 6)
Developing his/hers own style of painting through tone and colour.</td></tr>
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