



Class: Amethyst Date of project Term 3 and 4

Project aims:

The project has a **History, Maths** and **Computing** focus.

The historical element aims to develop children's knowledge of life in Britain during the Second World War, with a particular focus on the use of codes, spies and secret roles of those working at Bletchley Park to crack the Enigma code.

This idea of coding and computing will then lead into the children developing their computer coding skills. We have a STEM day planned, where the children will use KNEX and FLOWOL code to create a moving machine and they will also write their own computer Scratch programs.

Learning in other subjects:

Science- Electricity- follow Science unit plans, make a circuit that controls an alarm

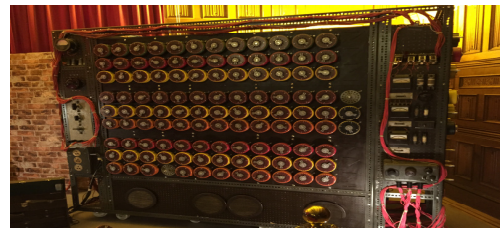
Geography-Use maps on a range of scales

Art-Design and make propaganda posters

D/T-control a model using a computing program. Build a complex framework.

R.E –Key question U2.3 What do Religions Say to us When Life Gets Hard?

Can you crack the code?



Significant text:

Friend and Foe –Michael Morpurgo

Letters from the Lighthouse –Emma Carroll

Immersion:

The classroom will be designed to resemble HUT 6, Bletchley Park with the children being 'Codebreakers' for the term. Maps, 'Christopher' the code breaking computer and a 1940s lounge area will form part of the environment.

Project launch Do you have what it takes to become a Bletchley Park Code Breaker?	Computer coding-STEM	How were codes used during WW2 to send secret messages?	What was life like during Britain in the 1940's?	How were propaganda posters used to get messages across to the general public?	What was rationing? Why was it needed?	Children in groups prepare for their 'stall' at the Code Cracking event.	Project outcome Code Cracking Day for families: Monday 19 th March 2018 9.15 – 10.30
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