



Class: Pearl

Date of project: Terms 3 and 4

More detail will be found on weekly newsletters

Using the book 'The Nowhere Emporium' as inspiration, children will be immersed in the magical world of the emporium where they will create their own 'Wonder', designing and making the room behind a door in the emporium.

English will focus on continuing to develop our reading skills, immersing ourselves into the world of the Nowhere Emporium and will lead to various writing opportunities.

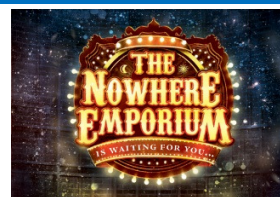
Combining Art, DT and Computing, children will develop graphic design skills including using computer software to create a 3D design of their room. Maths measures and geometry skills will also link to this learning.

Science learning will focus on the properties of materials including: hardness, transparency, conductivity and solubility which will impact upon decisions children will make about the materials they will use for their final build of their wonder/room.

The power of the Nowhere Emporium is that it can travel to any place in any time, so children be developing their understanding of countries around the world and making comparisons between countries in each of the continents around the world.

Our RE focus question will be 'If God is everywhere, why go to a place of worship?' This will link to the importance of different rooms within the Nowhere Emporium.

In Term 2 our Science and PSHE will be focusing on Relationships and Sex Education and the changes humans go through as they develop into old age including puberty.



What do you wonder?

Significant texts:

The Nowhere Emporium by Ross MacKenzie

Immersive environment:

- Black and gold fabrics and coloured lights will be draped across the ceiling with other gold objects (baubles etc.) hung from the lights.
- Large Nowhere Emporium sign and red velvet curtains outside classroom entrance.
- Black brick wallpaper and book shelves wallpaper in different areas of the classroom.
- Separate section (room) created in corner of room where snow globes created on wow day will be hung.
- Lectern with large 'Book of Wonders' placed in the centre of the room along with an archway to suggest another doorway within the emporium.

Project launch: Creative Art day including the making of snow globes.	What is the Nowhere Emporium? What is special about it? Reading text and other associated English outcomes.	Where could the emporium travel? Geography outcome – comparing countries around the world.	Which materials would be best? Science – investigations of different materials.	What do you wonder? What room would you create? Design of 'wonder' for emporium.	What do you wonder? What room would you create? Building room for 'wonder'.
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