

## PSHE

Inspire your students with an unforgettable experience at the Alton Towers Dungeon. A great way to start the topic.

- KS2/KS3 Emotional wellbeing and mental health

## History

The study of life in and around 17<sup>th</sup> century Britain.

A great text to support is *The London Dungeon Book of Crime and Punishment* by Richard Byrne and *Horrible Histories: Slimy Stuarts*.

- KS2 A study of an aspect or theme in British history that extends pupils' chronological knowledge beyond 1066
- KS3 The development of Church, state and society in Britain 1509-1745

## English

Fictional texts: *Kings of the Boyne* by Nicola Pierce, *At the Sign of the Star* by Katherine Stuartevant, *The Ravenmaster's Secret* by Elvira Woodruff.

Non-Fiction texts: a study of William Shakespeare.

Writing: Script – Dungeon inspired!

Also descriptive, creative, report and persuasive.

- KS2 Reading, writing, use of language
- KS3 Reading, writing, spoken English

## Music

Instruments, composers and music in and around the 17<sup>th</sup> century. The Baroque period and Johann Bach.

- KS2 Develop an understanding of the history of music
- KS3 Develop a deepening understanding of the music that they perform and to which they listen, and its history

## Art

Art during the Baroque period. The study of artists such as Rembrandt and Vermeer. The creation of 'light and dark, emotional' corresponding artwork, such as drawings, paintings, and ceramics.

- KS2 Great artists, architects and designers in history
  - KS3 The history of art

## Performing arts

Dramatization of a Dungeon script

- KS3 Acting, singing, dancing

# the Alton Towers Dungeon Curriculum Map

## Geography

Compare the physical and human features of the UK in and around the 17<sup>th</sup> century to today.

- KS2/KS3 Location and place knowledge, human geography, geographical skills and field work

## PE

Games and sports of the time: archery, football, cricket, hockey, ring taw and blind mans bluff.

- KS2 Play competitive games
- KS3 Use a range of tactics and strategies to overcome opponents in direct competition through team and individual games

## Science

Physics: Forces: Sir Isaac Newton and his work.  
Biology: Structure and function of living organisms, disease and medicine in the 17<sup>th</sup> century and today.

Related texts: *Who was Isaac Newton* by Janet Pascal, *Horrible Science: Microscopic Monsters and Deadly Diseases*

- KS2 Forces
- KS3 Motion and forces, space physics
- KS3 Living organisms

## Computer Science

Internet use and creation of presentations linked to research in other subject areas. Spreadsheet and database creation/use linked to geography activity. CAD projects, 3D modelling and animation, linked to D&T activity.

Useful programs include Google, Excel, PowerPoint, Tinkercad, SketchUp Free and Scratch.

- KS2 Understand computer networks including the internet
- KS2 Use sequence, selection, and repetition in programs
- KS3 Use two or more programming languages to solve a variety of computational problems
  - KS3 Undertake creative projects
- KS3 Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability

## D&T

Create a Dungeon set and props or a corresponding invention/item of the time. Including puppets, boats, moving objects (cam, lever, wind up), instruments, sound and visual effects and costume design.

- KS2/KS3 Design, make, evaluate, technical knowledge