

As a historian and geographer we can...

- Understand some of the History of Stalybridge.
- Plot the key events in Nairobi and Stalybridge's history on a timeline.
- Use simple fieldwork around Stalybridge and use observational skills to study the geography.
- Compare Stalybridge with Nairobi in Africa.
- Identify key geographical facts and historical events that have taken place in Nairobi
- Explain where I would prefer to live and why.

As a sports person we can...

- Develop movement skills – agility, balance, coordination
- Throw and catch during games – implementing offensive /defensive tactics into a game situation
- Use and find space in game situations
- Self and peer evaluation

As designers we can...

- Create a recipe for and make an African dip (Hummous)
- Taste our dips and identify how we could improve them

Where would you prefer to live: Stalybridge or Nairobi?



As musicians we can...

- Listen to and appreciate a range of African music
- Tap out simple rhythms on the African drums
- Learn some songs about friendship
- Improvise and compose our own songs.
- Hear and understand the stories that the music is telling
- Learn the names of some notes in instrumental music

As a computer user we...

- Navigate the internet and locate facts about Nairobi
- Use bookmarks to save web-pages when using the internet
- Send an email to an African child, telling them about Stalybridge
- Use technology safely and respectfully.
- Know where to go for help if I am concerned about anything I have seen online.

Hooks for Learning: African music, African Artefacts

As Scientist we can...

- Describe how a specific habitat provides for a specific animal.
- Match living things to their habitat.
- Describe how animals find their food.
- Explain a simple food chain.
- Explain the basic stages in a life cycle for an animal.

As Artists we can...

- Learn about an African artist
- Describe how the artist has used colour, pattern, texture and shape in their work.
- Create a piece of art in response to the work of another artist.
- Create a printed piece of African art by pressing and stamping.
- Make a clay pot and turn it into a mud house.
- Evaluate my own and others art work.