

Ancient
Civilisation

Who were the Sumerians?

1. What would it have been like to live in the Sumerian era?
2. What vocabulary could you use to describe the Sumerians?
3. What vocabulary could you use to describe the changes in the Sumerian era?
4. How can you use dates to describe Sumerian events?
5. What could you use to present your knowledge of the Sumerians?
6. Who are some inspirational designers throughout history and why?
7. How could you use the influences of historical designers and why?
8. How could you improve upon an existing design with your own innovation?
9. How could you evaluate existing products and suggest improvements?
10. How can you use coding to control and monitor models?





Curriculum Map Amethyst Class [Y6] Year B Autumn Term 1 – History/DT



Related Milestones:

History M3:

Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children • Use appropriate historical vocabulary to communicate, including: • dates • time period • era • chronology • continuity • change • century • decade • legacy. • Describe the main changes in a period of history (using terms such as: social, religious, political, technological and cultural). • Use dates and terms accurately in describing events • Use original ways to present information and ideas.

DT M3:

Computing • Write code to control and monitor models or products.

To take inspiration from design throughout history • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices. • Create innovative designs that improve upon existing products. • Evaluate the design of products so as to suggest improvements to the user experience.