

Roll Up, Roll Up



Recommended year group: Year 2

Theme focus: Design and Technology

Suggested term: Spring

Theme introduction

Roll up, Roll Up is a Key Stage 1 theme which teaches pupils about the experiences of the funfair both past and present. Learning in this theme is focused on Design and Technology but also includes History, Art, PSHE and Music. Through historical study, pupils will make comparisons between funfairs of the past and the funfairs they may visit today. A special focus will be given to the famous frost fair of 1814, which took place on the frozen waters of the River Thames. Two Art Explores will enable pupils to explore sketching and painting techniques to create observational art of a funfair scene, one of them in the style of the famous painter L.S. Lowry. A Music Explore will give pupils the opportunity to listen to and make music associated with the funfair and discuss whether they like what they hear. Pupils will complete the design and make process for their own funfair ride and will showcase these carousels at the end of the theme as part of the showcase Explore.

Driving Question

How can we have fun at the fair?

Switch on Science Unit

Year 2: Squash, bend, twist and stretch

Switch on Computing Unit

Year 2: We are games testers

Linked reading texts

Leon and the Place Between by Graham Baker-Smith

If I were a Rollercoaster by Joseph Coelho (from *Werewolf Club Rules! and other poems*)

This Cookbook is Gross by Susanna Tee

Writing outcomes

Shape poem: Rollercoaster or carousel shape poems

Instructions: Instructions for how to create disgusting concession stand snacks

Fantasy story: Based on *Leon and the Place Between* (Fairground ride transports them to another world)

Curriculum Coverage

History – Similarities, Differences and Connections, Historical Vocabulary

Art – Developing Ideas, Painting

Design and Technology – Design Criteria, Representing Design Ideas, Tools, Materials, Evaluate Existing Products, Evaluate Own Products, Joining Structures, Mechanisms

Music – Appreciate and Understand

PSHE – Health and Wellbeing, Living in the Wider World

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Excite

Invite in a company who do circus/acrobatic skills to put on a performance for pupils.

Explore

There are thirteen explore sessions:

Explore 1 – History of the funfair

Explore 2 – Funfair on ice!

Explore 3 – What can we see at the funfair?

Explore 4 – Hall of mirrors

Explore 5 – Feelings at the funfair

Explore 6 – A funfair feast!

Explore 7 – Designing a carousel

Explore 8 – Model carousels

Explore 9 – Making a carousel

Explore 10 – Lowry's funfair

Explore 11 – Funfair games

Explore 12 – The sound of the funfair

Explore 13 – Funfair showcase

Theme essential vocabulary:

axle, carousel, design, evaluate, feelings, frost fair, funfair, hall of mirrors, mechanism, model, past, today

Essential knowledge/concepts

1. A funfair is a place with rides, games, and food to buy and eat.
2. Funfairs in the past had rides powered by humans and then later, steam.
3. In February 1814, a frost fair took place on the River Thames.
4. At the funfair you can go on rides, take part in activities, and buy food.
5. The hall of mirrors is an attraction with mirrors which distort your appearance.
6. People have different feelings about the funfair and feelings of fear can be overcome.
7. Different feelings can affect our bodies and how we behave.
8. A carousel is a funfair that rotates and commonly has ride-on animals.
9. A mechanism is a system of different parts working together inside a machine.
10. An axle is a rod that goes through the centre of a wheel.
11. L.S. Lowry painted a funfair scene in 1946. His painting is called *Lancashire Fair: Good Friday, Daisy Nook*.
12. People make different choices about how to spend and save money.

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Excel

The key assessment outcomes of this unit are:

- create mind maps to compare funfairs past and present
- write a descriptive piece on their time at the frost fair
- create a sketch of a funfair
- create an annotated design of a carousel
- make a carousel, including a mechanism.

Exhibit

Create a fair in the playground. Set up an ice cream or sweet cart. Set up games stalls to include hook-a-duck, coconut shy and ball in a bucket. Pupils to make funfair snacks to sell.

Possible wider experiences:

Visit a local funfair and blog or vlog the experience.

Flipped learning opportunities

1. Design a funfair.
2. Create an aerial map of a funfair showing all the rides and attractions.
3. Make a poster advertising a funfair. Include a name, price of tickets, rides and attractions there, date, place and time.

Family learning suggestion

Make popcorn or toffee apples at home.

Visit a funfair.

Cultural awareness

Key piece of music

'Fairground' by Simply Red
<https://youtu.be/veiid7-VJpY>

Key piece of art

Lancashire Fair: Good Friday, Daisy Nook by L.S. Lowry
<https://artcollection.culture.gov.uk/artwork/296/>

Key poem

'Carousel' by Rebecca Kai Dotlich
<https://www.poetryfoundation.org/poems/58537/carousel>