



Cultural Capital Overview

Year 1 and Year 2

A	Enterprise The World of Work	Performance Bringing Books to Life	Global Issues & Impacts Plastic and Pollution	Digital Media - ICT Foundations 1 Information Leaflet
B	Community Litter Detectives	Production Bringing Books to Life	Cultural Understanding Keeping Ourselves Safe	Digital Media - ICT Foundations 2 Photography

Year 3 and Year 4

A	Community Money Matters	Production Pantomime	Global Issues & Impacts Habitat Destruction	Digit Media – Interactivity 1 Interactive Quiz
B	Enterprise Brighten Up Burwell	Performance Pantomime	Cultural Understanding Changing Societies & British Values	Digit Media – Interactivity 2 Interactive eBook

Year 5 and Year 6

A	Enterprise Fiver Challenge	Performance Shakespeare	Global Issues & Impacts Global Warming and Climate Change	Digit Media - Editing 1 Video Editing
B	Community Compassionate Citizens	Production Shakespeare	Cultural Understanding Britain as a Multicultural Nation	Digit Media – Editing 2 Photo Editing

Year 1 and Year 2 Cycle A	Enterprise Focus: The World of Work ~ jobs/sectors within the community ~ carrying out mini linked jobs within the class to earn money (wages 2p, 5p or 10p per task) ~ money earn to be spent on stationery items (KM contacting Friends to provide funding) ~ Chn to decide if they are going to spend their money after a couple of weeks or save it so that they can buy a more expensive item from the teacher’s shop Outcome: Throughout the unit, children make choices about purchases. Children reflect on their purchases and/or savings remaining.	Performance Focus: Bringing Books to Life Performance ~Perform a version of ‘The Trolls’ by Julia Donaldson ~Key performance skills: projection, facial expressions, expression, facing towards your audience ~Watch extracts of a performance of Gruffalo or different book that has been performed professionally (on Youtube) - focus on how they perform the lines and facial expressions Outcome: Short performance	Global Issues & Impacts Focus: Plastic and Pollution Uses of plastic and why it became so popular throughout the 80s & 90s. How to reduce plastic use at home (reduce, reuse, recycle); influencing parents and families to reduce plastic use; the harms that plastic poses to the planet including wildlife. Outcome: Create a display to show the best alternatives to common plastic products	Digit Media 1 Focus: ICT Foundations- Information leaflet (PowerPoint) Use of PowerPoint features and functions such as timed transitions and voice recording. Outcome: Narrated information PP
Year 1 and Year 2 Cycle B	Community Focus: Litter Detectives ~ contact Friends in advance to ask for funding to purchase litter pickers and 100% degradable plastic bags (KM) ~ geography – school grounds/local area litter survey ~ environmental consequences ~ recycling Outcome: Ongoing contribution to the community: go out and litter pick	Production Focus: Bringing Books to Life Production ~ costumes ~ props Outcome: Design costumes and create props for a show of a children's book.	Cultural Understanding Focus: Keeping Ourselves Safe Ways we keep ourselves safe. Identifying people who help us in the community. Important social structures such as the NHS, Police and Fire service and how these may be different in other countries. Outcome: Set up scenarios for children to make the right choices. Interview someone who keeps them safe.	Digital Media 2 Focus: ICT foundations – Photography Taking photos, framing the shot, experimenting with different hardware for taking photos. Basic picture editing – filters. Outcome: Create a photographic set of instructions for a focus of their choice.

Year 3 and Year 4 Cycle A	Community Focus: Money Matters ~ budgeting ~ community questionnaires ~ community groups ~ benefits of living in a community Outcome: The group should collect donations, which are to be given to Burwell Distribution (Food Bank)	Production Focus: Pantomime Production ~ lighting ~ sound ~ make-up Outcome: Design lighting, sound and make-up for a pantomime (use lamps, torches etc for lighting).	Global Issues & Impacts Focus: Habitat Destruction Reduction of habitats across the world; deforestation in the Amazon and India; habitat clearance for palm oil production; destruction of coral reefs and sea beds through dredging, overfishing etc; reduction in habitat due to farming Outcome: Produce a radio or TV news special report about habitat destruction (Newsround style to be recorded either video or microphone recorder).	Digit Media 1 Focus: Interactivity Quiz Highlighting chosen answer; inclusion of sounds and images for correct and incorrect answers; auto transition to next question; score totals, etc. Outcome: Children will create their own interactive learning quiz. Adding sounds, images, transitions and score totals to be completed by peers.
Year 3 and Year 4 Cycle B	Enterprise Focus: Brighten Up Burwell ~ raise funds to create plant-filled pots, buy bulbs etc. ~ explore sponsorship ~ wellbeing – act of kindness, gardening/work outdoors Contributing to the community: donate planters, plant bulbs etc. Outcome: Planting to take place within the village, planters to be distributed in the community or given to identified people (nursery, library etc.)	Performance Focus: Pantomime Performance Outcome: Short performance to audience.	Cultural Understanding Focus: Changing Societies & British Values What values do we all share? How are we the same? What makes us British in comparison to other nationalities? Significant influences on British culture through history. Topics: Windrush; 1960s liberation; Suffragettes; abolition of slavery; musical influences; fashion influencers Outcome: Hold a debate over a controversial new law (demonstrating how to respect opinions, respect for the final verdict on the law, include a final vote on the new law)	Digital Media 2 Focus: Interactive eBook Adding sounds, videos and pictures. Also incorporate hyper link transitions between pages – e.g click on a word to jump to glossary, click on a picture to jump to an explanations, click on a date to get more info etc... https://bookcreator.com/ Outcome: Create an interactive eBook based on a topic previously covered.

Year 5 and Year 6 Cycle A	Enterprise Focus: Fiver Challenge ~ BVC investment £5 per pair ~ goal to make the greatest profit by producing and selling goods or service Outcome: Sales event	Performance Focus: Shakespeare Performance ~ Romeo and Juliet Outcome: Short performance to audience.	Global Issues & Impacts Focus: Global Warming and Climate Change The impact of Ozone gases on the ozone layer in the 80s & 90s and how this was combated; the increase in CO2 emissions following the industrial revolution; the development of economies around the world and the impact of global trade and travel, the science behind global warming and the issues of trustworthy sources Outcome: Become a town planner: design a carbon neutral city to include e.g. cycle lanes, solar panels, wind turbines, electric car charging stations etc.	Digit Media 1 Focus: Video Editing- Virtual Tour/Online Lesson Video splicing; scripts and staging; inserting images and separate recordings; green screen, etc. Outcome: video tour of the school/chosen aspect of the school
Year 5 and Year 6 Cycle B	Community Focus: Compassionate Citizens - Care in the Community ~ make links with local day care centre (linked to Cycle A) ~ pen friends ~ volunteering Contributing in the community Outcome: Visit Burwell & District Day Centre or invite a group from the centre into school.	Production Focus: Shakespeare Production ~ stage management ~ set design (e.g. miniature version/boxed) Outcome: Design costumes and set(s) for a Shakespeare performance.	Cultural Understanding Focus: Britain as a Multicultural Nation Different societies living in Britain. Social integration; shared values of different communities; the right to vote and its impact on wider economic and social impacts. Key figures from different social backgrounds and their influence, e.g. Rishi Sunak Outcome: Write a biography about a famous Briton focussing on how their Britishness and their ethnicity shaped their influence.	Digital Media 2 Focus: Photo Editing - cartoon strip of composite images https://pixlr.com/express/ Use of digital photography hardware; photograph composition and framing; image manipulation; background and object removal; use of styles and filters, etc. Outcome: Create a Picture book using the edited pictures.