

Challenge Mat – Time Machine

You will need the timeline to help you with this challenge mat.

Ethical Informed Citizens

LI – To research key events in history **so that** I am knowledgeable about world, now and in the past.

Timeline

Over history there have been many key events that have had a great impact on the world and us as people. Look at the timeline attached to this challenge mat; it has some of these key events (there have been many more!). Your task is to find out more information about these events.

Focus your research on these three questions:

***What** happened?

****Why** did it happen?

*****How** did it impact people and the world?

You may need to use your own knowledge and inference for some of these questions.



Present your work in a way you think is best.

Success Criteria:

*I can present facts about the past

*I can research safely using reliable sources

**I can use what I know and inference to answer questions and give reasons.

**I can write my sources

***I can suggest questions to progress my research.

Ambitious Capable Learners

LI – To show the passing of time and key events in history **so that** I can use number in and build up a body of knowledge and have the skills to connect and apply that knowledge in different contexts.

Time Flies!

The timeline attached to this challenge mat includes only a small amount of what has happened through history. Your task is to create a timeline of your own that shows the passing of time.



Your timeline can be focused on a particular era, society or theme, or it can be a more general.

This task must be done in your challenge books.

Success Criteria

*I know a timeline shows the key events over a long time in chronological order.

* I can find out about key events from the past and put them in chronological order.

**I can add detail about each event.

***I can use my measuring and converting skills to space the events out accurately.

Enterprising Creative Contributors

LI – To create using my skills and knowledge, drawing on the senses, inspiration and imagination **so that** I can express ideas through different media.

A picture paints a thousand words.

Look at the timeline attached to this challenge mat or find one of your own. Notice how much life has changed over the years.



Create a picture that represent change over time.

You can take inspiration from the work of other artists but don't copy their work. Use your own creativity (remember – sometimes that means you have to take a risk and try something!)

Success Criteria

- *I know life is different now compared to the past.
- *I can show a change using pictures and images.
- **I know societies, cultures and people have changed through history for different reasons.
- **I can show a selection of these changes using pictures and images.
- ***I can represent changes through history an abstract image that I can explain.

Healthy Confident Individuals

LI – To identify positive and negative choices **so that** I can build and use my knowledge about the impact of choices, diet and exercise on physical and mental health and know how to stay safe.

Children's Game by Pieter Bruegel

Look at the painting 'Children's Games' by Pieter Bruegel the Elder, it's a painting from 1560 that shows children playing all sorts of games – it's a very busy painting!

Playing games, outside with your friends can be very good for your physical and mental health however if you look closely some of the children in the painting are not making positive choices that could have a negative impact on theirs and others health and safety!

Look carefully at the painting-

What are the behaviours that would have a positive impact on the safety and health of the children?

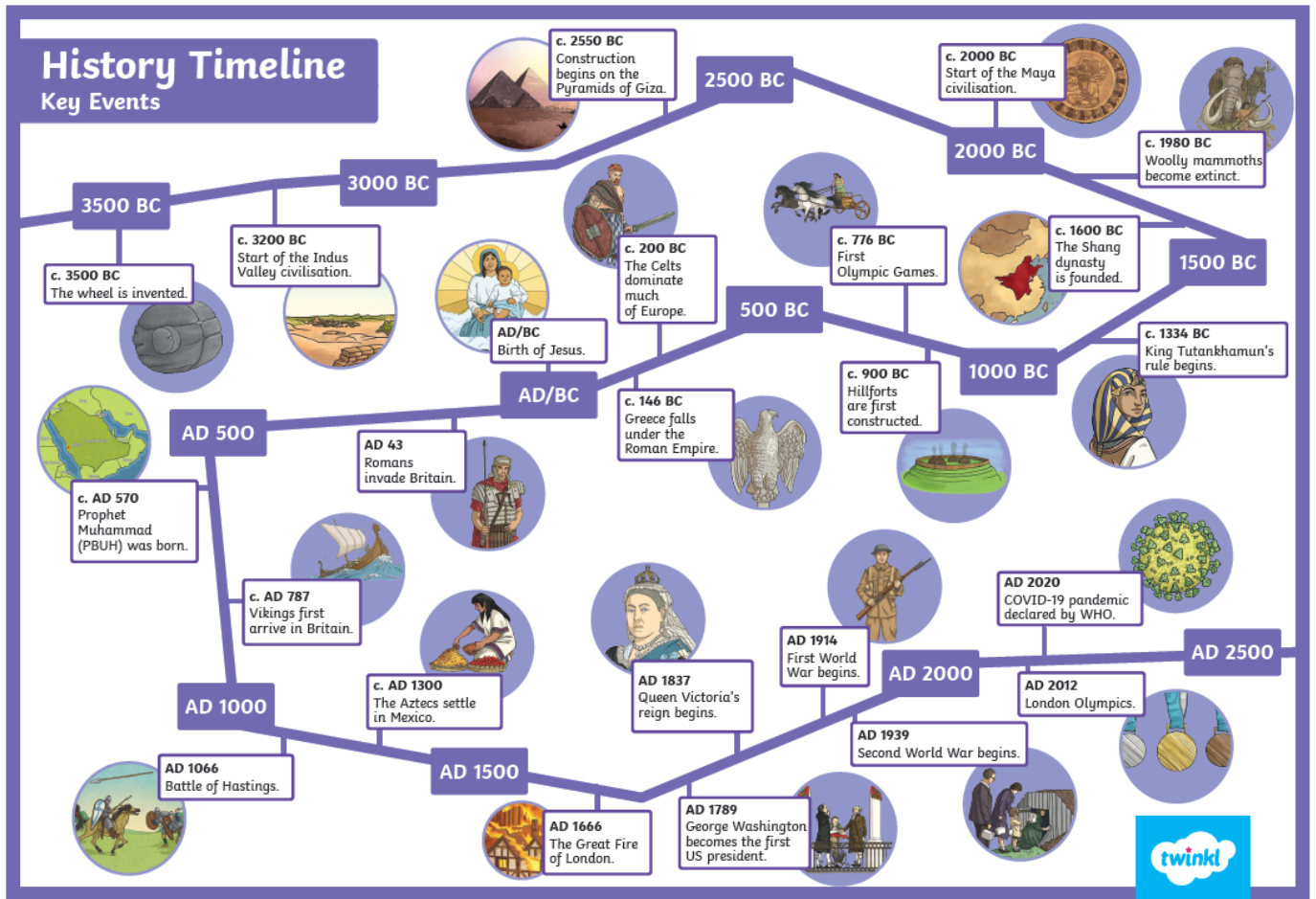
What are the behaviours that would have a negative impact on the safety and health of the children?

Explain your answers.



Success Criteria:

- *I can identify positive and negative choices.
- *I know health can be physical and mental
- *I can identify dangers.
- *I know how to stay safe.
- **I can explain my answers.
- ***I can suggest how choices and behaviours could be made safer.



File:Pieter Bruegel the Elder - Children's Games - Google Art Project.jpg - Wikipedia