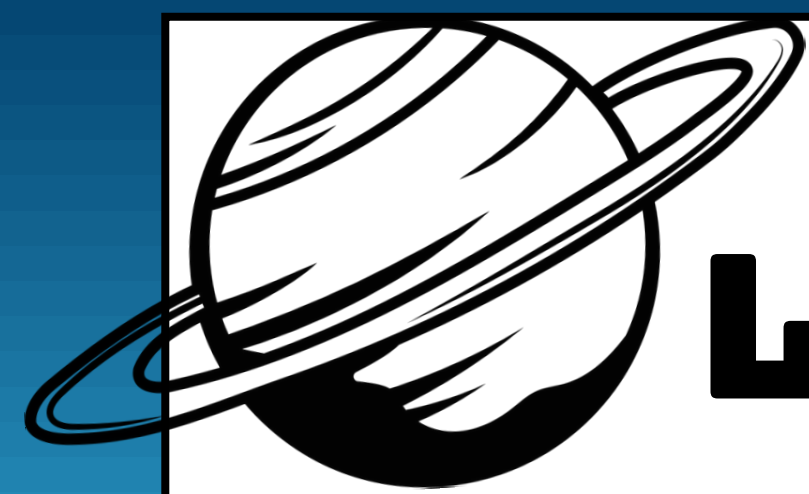




NOVA & LUNAR'S LEARNING JOURNEY 2026-27



AUTUMN 1

THEME/TOPIC: ANCIENT EGYPT

DRIVING SUBJECT(S): HISTORY, GEOGRAPHY, ART & DESIGN

BIG QUESTION: HOW DID THE ANCIENT EGYPTIANS SHAPE THE WORLD WE KNOW TODAY?

MEMORABLE EXPERIENCE: VIRTUAL OR IN-SCHOOL EGYPTIAN MUSEUM EXPERIENCE

REAL WORLD OUTCOME: CURATE A CLASS MUSEUM EXHIBITION OF EGYPTIAN ARTEFACTS

AUTUMN 2

THEME/TOPIC: TRIBAL TALES

DRIVING SUBJECT(S): HISTORY (STONE AGE TO IRON AGE), GEOGRAPHY, ART

BIG QUESTION: HOW DID EARLY HUMANS SURVIVE AND THRIVE?

MEMORABLE EXPERIENCE: STONE AGE WORKSHOP / ARCHAEOLOGICAL DIG

REAL WORLD OUTCOME: CREATE A HISTORICAL DOCUMENTARY ABOUT PREHISTORIC BRITAIN

SPRING 1

THEME/TOPIC: PREDATOR

DRIVING SUBJECT(S): SCIENCE (FOOD CHAINS, SKELETONS), DESIGN & TECHNOLOGY

BIG QUESTION: WHAT MAKES A PREDATOR SUCCESSFUL?

MEMORABLE EXPERIENCE: BIRDS OF PREY ENCOUNTER

REAL WORLD OUTCOME: DESIGN AND BUILD A MOVING PREDATOR MODEL

SPRING 2

THEME/TOPIC: URBAN PIONEERS

DRIVING SUBJECT(S): ART & DESIGN, GEOGRAPHY, PSHE

BIG QUESTION: HOW DOES A CITY SHAPE THE PEOPLE WHO LIVE IN IT?

MEMORABLE EXPERIENCE: LOCAL CITY WALK / STREET ART TOUR

REAL WORLD OUTCOME: CREATE A PUBLIC ART INSTALLATION

SUMMER 1

THEME/TOPIC:- MOON ZOOM

DRIVING SUBJECT(S): SCIENCE AND HISTORY

BIG QUESTION: HOW HAS EXPLORING THE MOON CHANGED OUR UNDERSTANDING OF SPACE?

MEMORABLE EXPERIENCE: ALIEN LANDING IN THE PLAYGROUND

REAL WORLD OUTCOME: CREATE SIGNIFICANT PEOPLE IN SPACE PRESENTATION

SUMMER 2

THEME/TOPIC:- OUR INTERCONNECTING WORLD

DRIVING SUBJECT(S) GEOGRAPHY

BIG QUESTION: HOW DO WE UNDERSTAND THE RELATIONSHIPS BETWEEN PLACES, PEOPLE AND ENVIRONMENTS ACROSS THE WORLD?

MEMORABLE EXPERIENCE: LOCAL TRANSPORT LINKS
REAL WORLD OUTCOME: INFOMERCIAL CREATION

