

Creativity in History

Innovation happens when existing ideas are brought together or expressed in a new way

Knowledge Harvest:

Students will demonstrate their knowledge using Brainstorms or by playing a verbal rally. They may produce posters that are then evaluated by their peers that reflect what they already know.

1. **Key Question:** How did castles help monarchs keep control of their subjects in medieval England?

Skill Development:

Students will develop their leadership skills to practice teamwork, using judgements about how best to research and present the required information. They will **creatively** use their **initiative** to successfully plan and execute on a project, reviewing their performance **independently** to improve their work.

Project Outline:

Students will plan and create a Castle. As a **group** they will present their plans to their peers and explain the features and functions of Motte and Bailey castles. By the end of the topic students will be able to present with some aid. Some may take an **extra risk** and be able to present with limited or no aid. Students will **work together** to practice and prepare their presentation before presenting to the class.

Suggested duration: Maximum 2 lessons.

2. **Key Question:** How and why did castles develop over time?

Skill Development:

Students will take full responsibility and **leadership** of producing their castles. They will use their own **initiative** to decide how they want to present their castle, being both **creative** and **independently** challenging themselves.

Project Outline:

Students will work in pairs or small groups in order to create a number of activities that allow them to create and design weapons and methods of attack or defence pertinent to the development of castles over time.

Project exit point:

Students will design their own castle subject to guidelines given.

Suggested duration: Maximum 3 lessons.

3. **Key Question:** How did knights live in medieval times?

Skill Development:

Students will need to **effectively communicate** the features of a knight's life to their peers to develop their skills and **help others to develop** theirs. Furthermore they will review their performance **independently**.

Project Outline:

Students **create** a cartoon strip, play doh model or herald that **demonstrates** their understanding of the key question. Students will give feedback and reflect on their own learning.

Project exit point: Pupils will work in **teams** to learn and present their understanding of various aspects of a knight's life. This can be any format, e.g. a play, song, play doh model, cartoon strip or even a herald.

Suggested duration: This mini-project takes 2 lessons to deliver.



Adaptable LEADER

I take full responsibility for the task so that we all can achieve success.

I work confidently and considerately with others at all times.

I am willing to take the lead and able to adapt to different situations easily.

I like to listen to others and am willing to ask questions to challenge myself and others so we consider different options.

I always review my performance independently and act on the feedback so I improve.

I am willing to do any role within my team to make sure progress is made and that every team member feels supported



Creative INITIATOR

I am able to think creatively by generating and exploring a range of different ideas. I am able to ask challenging questions to extend my thinking and question assumptions.

I am able to connect my own and others ideas in inventive ways to find solutions.

I am able to try out alternatives and adapt ideas as circumstances changes

Exit Point:

Pupils work in teams to create a Motte and Bailey castle. They must then explain the key features and functions of these types of castles.