

# Crime and Punishment



Sycamore Class  
Autumn 2020

**To plan, write and edit a legend inspired by the story of Robin Hood.**

Describe setting, character and atmosphere and integrating dialogue to convey character

I can increase my familiarity with a wide range of books, including myths, legends and traditional stories

Use a wide range of devices to build cohesion with paragraphs

**To design, make and evaluate an electrical board with a crime and punishment theme**

I use precise electrical connection

I use my science skills (resistance, batteries in series or parallel, variable resistance to dim lights or control speed) to alter the way my electrical products behave.

I work from my own detailed plans, modifying them where appropriate.

I can describe the main changes in a period in history

**To investigate and compare crime and punishments through the ages (Outcome: report)**

I give my own reasons why changes may have occurred, backed up by evidence I have researched.

I choose reliable sources of factual evidence to describe the actions and attitudes of people in the past.

Inspire days  
Forensic investigation afternoon

Drawing  
**To draw a 'wanted' portrait of a famous outlaw**

I can select appropriate drawing materials.

I explore ideas and collect visual and other information

I can choose appropriate techniques to convey the meaning of my work.

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