


Travel and Tourism Year 4 Learning Journey

Start Date:	Sunday 28 April	Unit Length:	6 weeks
	<p>Links to Host Country (Qatar)</p> <ul style="list-style-type: none"> • Hamad International Airport. • Transport links to and from Qatar. • Transport in Qatar. 	<p>During this unit our students will be:</p> <p>Ethical</p> <p>Respectful</p>	
<p>Travel and Tourism</p> <p>There are many reasons people travel, to see friends and family, to relax or to explore new places. Where would you really like to go? Why might people come to your host continent? We will need to be geographers as we explore the places people go, how they get there and the things they might see. Are you ready to explore our world?</p>			
<p>Entry Point</p> <p>Children will choose a destination that they would like to travel to. They will then take part in a number of challenges to get ready for departure.</p>			
<p>Knowledge Harvest</p> <p>Children will think about the word 'tourism'. They will think about what this means to them. Children will share their ideas with the rest of the class using a Menti word cloud.</p>			
<p>Geography</p> <ul style="list-style-type: none"> • Research Hamad International Airport and create a billboard to advertise it. • Identify countries and continents on world maps, adding transport links. • Think about responsible and sustainable tourism. • Find out about the advantages and disadvantages of tourism and the impact it has on the environment. • Think about man-made and natural tourist attractions. 			
<p>Art</p> <ul style="list-style-type: none"> • Research vintage travel posters. • Design and create a vintage travel poster. • Create a transport inspired structure using junk materials. 			
<p>ICT and Computing</p> <ul style="list-style-type: none"> • Create a storyboard for a tourist video. • Review storyboard and use it to record a tourist video using the Do Ink Green Screen app. • Create an airplane game using Scratch. 			
<p>Physical Education</p> <ul style="list-style-type: none"> • Think about the different movements that modes of transports make. • Create a dance reflecting the movements of an airplane. • Take part in running and jumping activities to represent a flight. 			
<p>Design, Technology and Innovation</p> <ul style="list-style-type: none"> • Design a futuristic travel machine. • Review design with others in the class. • Find out about pivots and levers. • Create a lever that could be used for the wheels on an aircraft. 			

International

- Think about the security involved in travel and the use of passports.
- Design and create a customised passport.
- Think about the need of passport control.

Exit Point

Children will share their learning by creating a journey through airport departures. They will show all of the steps needed for successful travel.