

Year 6— Summer Term

I will shine!

Knowledge Organiser

History Knowledge

The history of theatre and entertainment across the ages

Theatre and entertainment across the ages I have already studied

Stone/Bronze/Iron Age: During the Stone Age, art and religion were first developed. During the Bronze Age, they held religious ceremonies at stone circles. During the Iron Age, the Celtic people of Britain enjoyed feasting, music and poetry.

Mayans: Although much of the Maya life was spent doing hard work, they did enjoy entertainment as well. A lot of their entertainment was centred around religious ceremonies. They played music, danced, and played games such as the Maya ball game.

Ancient Egypt: The ancient Egyptians would hold many competitions for entertainment such as juggling, swimming, rowing, dancing, wrestling and javelin, which were all very entertaining, popular spectator sports. They also enjoyed singing and dancing. Every festival or banquet was only considered complete with dancing and music.

Romans: The Roman amphitheatre was the centre of public entertainment in Rome, and all over the Roman Empire. People would go to the amphitheatre to see men fighting wild beasts or each other. They also had stadiums for chariot racing, which was a very popular sport all over the Roman Empire. Most Roman cities had a theatre. Performances were often part of religious festivals.

Saxons and Vikings: The Anglo-Saxons were keen storytellers. On dark winter days, people gathered in the great hall around a log fire. They listened to stories and poems, music, feasted and sang songs. Anglo-Saxon and Viking men enjoyed sporting pastimes, like wrestling, weight-lifting (using heavy rocks) and horse-racing. The Vikings also loved to tell myths and legends about their gods.

Theatre and entertainment beyond 1066

Tudors: Watching plays became very popular during the Tudor times. This popularity was helped by the rise of great playwrights such as William Shakespeare and Christopher Marlowe. It was during Elizabeth's reign that the first real theatres were built in England. Before theatres were built actors travelled from town to town and performed in the streets or outside inns.

Victorians: The Victorians loved theatre and most towns had at least one theatre or music hall. At Christmas, lucky children were taken to the pantomime. Toy theatres (or 'juvenile drama') were hugely popular in the 19th Century, and were collected by adults and children.

WW2: The radio was the main form of home communication and entertainment during the war. Eight out every ten families in Britain owned a radio. During the war, although television had been invented, very few people had one and people relied much more on the cinema for entertainment. Cinema audiences grew making 'going to the pictures' the most popular form of entertainment during the war. Dancing was also one of the most popular hobbies during the war. Ballrooms and church halls were always packed with people dancing.

Current day: Theatre still plays a huge role in entertainment today from West End shows to Broadway musicals. Recent advances in technology, have also resulted in improvements to lighting and sound. Many people are now involved in theatrical productions including actors, producers, directors, playwrights, stage managers, costume designers, choreographers and many more!

Ancient Greece

Theatres originated in Ancient Greece. Almost every Greek city had a theatre because plays were part of many religious festivals. The Greeks enjoyed singing and dancing. The theatres were built on hillsides in the open air and built in a semi-circular shape with rows of tiered stone seating around it. The shape of the theatres gave everyone in the audience excellent viewing and also meant they could hear the actors well too. All the actors were men. They wore large masks that exaggerated facial features and emotions. The mouth hole was large to help amplify the voices. Greek plays were either comedies or tragedies. Actors in comedies wore bright colours. Actors in tragedies wore dark colours.



Similarities in theatre and how historical events have impacted our entertainment

In many ancient theatres, including Greek and Roman theatres, the actors were men. The Greeks used large, colourful masks to show the different emotions of each character. The Romans wore simple costumes that could be changed quickly and in public. To help distinguish the characters young men were portrayed by wearing brightly coloured clothing, while old men were portrayed wearing white. Different coloured wigs were also worn. Throughout the ages, historical events have been used as the plots for many plays and performances. This even continues today! We are still being entertained by events from the past through TV programs and films such as Horrible Histories, Mulan and Goodnight Mr Tom.

Vocabulary

Drama- A drama is a play for theatre, radio or television.

Theatre- A building or outdoor area in which plays and other dramatic performances are given.

Entertainment- An event, performance, or activity designed to entertain others.

Ages- A distinct period of history.

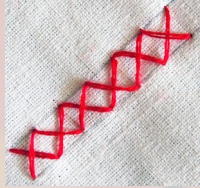
Playwrights- People who write plays.

Impact - A strong effect or influence.

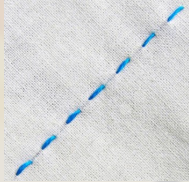
Design Technology Knowledge

Vocabulary

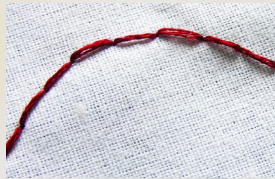
Cross stitch— A stitch formed of two stitches crossing each other.



Running stitch— A simple stitch consisting of a line of small even stitches which run back and forth through the cloth without overlapping.



Back stitch— A stitch in which individual stitches are made backwards to the direction you are sewing



Blanket stitch— As the name suggests, blanket stitch is an ideal stitch to finish off blanket with, minimising wearing and fraying along edges

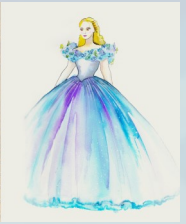
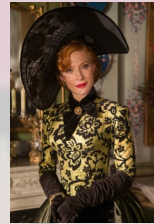
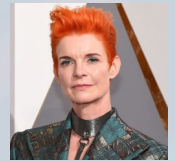


Whip stitch— A whip stitch is a sewing stitch in which the needle is passed in and out of the fabric in a series of stitches that circle an edge of the fabric.



Sandy Powell

Sandy Powell is a famous British costume designer who has designed costumes and been nominated for the 'Best Costume Design Academy Award' for many films including Mary Poppins Returns, Cinderella and Hugo.



Evaluating existing products

It is important to investigate and analyse a range of existing products. Sandy Powell designed the costumes above.



Designing

When designing, it is important to use research and develop a design criteria. This helps to make sure the product is innovative, functional and fit for purpose. Measuring the dimensions of a wearable product is really important so that they fit.

When drawing designs, ideas can be shared through discussions, annotated sketches, pattern pieces, by making prototypes or templates. A prototype is a first or preliminary version

In sewing and fashion design, a pattern is the template from which the parts of a garment are traced onto fabric before being cut out and assembled.

Making

When making products, you need to choose the right tools and equipment for the job, such as sewing needles, thread or a sewing machine.

You also need to choose the right sewing stitch for the job it needs to do and so that the end product looks aesthetically pleasing. You can use whip stitch for hemming.



Evaluating

When you have created your product, it is important to evaluate against the design criteria and consider the views of others to improve your work.

Hemming is when you turn under and sew the edge of a piece of cloth.

Art and Design Knowledge

Sketchbooks

Sketch books are used by artists for drawing or painting as a part of their creative process, experimenting with art and design techniques.

Vocabulary

Digital media— Digital art is a term used to describe art that is made or presented using digital technology.

Editing— This is when changes or corrections are made.

Sound— A thing that can be heard.

Video— A recording of moving visual images made digitally.

Animation— The technique of photographing successive drawings or positions of puppets or models to create an illusion of movement when the film is shown as a sequence.

Audience— The assembled spectators or listeners at a public event such as a play, film, concert, or meeting.

Art and design techniques

- Improve my mastery of drawing—digital media

Digital media

Digital art and design is the use of Information and Communication Technologies in Art and Design. This includes using computers, mobile devices, scanners, digital cameras, printers, the internet, Augmented Reality and Virtual Reality (AR and VR) and fabrication technology such as 3D printers and laser cutters.



A green screen is a green background in front of which moving subjects are filmed/ photographed and which allows a separately filmed background to be added to the final image.



Virtual reality (VR) refers to a computer-generated simulation in which a person can interact within an artificial three-dimensional environment using electronic devices, such as special goggles with a screen or gloves fitted with sensors.



3D printers allow artists to be very accurate with the size of their pieces.



Digital technology allows us to edit and manipulate photographs.



Augmented reality (AR) is an interactive experience of a real-world environment where the objects in the real world are enhanced by computer-generated images.

Geography Knowledge

Land use

Land use is a term used to describe the function of the land. Land use can vary from place to place. In rural areas, land can be used for farming and forestry. In urban areas, land can be used for industry or housing.



Inner city areas, in the centre of a city, are often used for commercial use. This is space where businesses can run and make profit.



Outer city areas, or suburbs, are often used for residential land use. This is where houses are built for people to live.



Land can be protected to be a 'greenspace'. This can be used as an area for people to have fun in, such as a park, or is designed to look nice in a city environment.



Land can also be used as farm land. This is where farmers can grow crops or raise livestock.

Vocabulary

Land use- Land use is the function of land.

Digimap- Digimap is a web mapping and online data service.

Residential- A residential area is an area which is predominately used for housing.

Greenspace- An area of grass, trees, or other vegetation set apart for recreational or aesthetic purposes in an otherwise urban environment.

Farmland- Land used for farming

Commercial- A commercial area is an area which is used for businesses to make profit.

Inner city- The area near the centre of a city

Outer city- The outer city or outskirts describes the outer edge of a city or town, farthest from the centre but still technically part of that place.

Suburb- An outlying district of a city,

Region- A region is a specific area that has common features

Digimap

Digimap holds a large collection of online maps. This includes current and historical maps and aerial photography. Digimap allows you to annotate, search and measure different places using OS (Ordnance Survey) maps.

