



Route 1
Inventions and
Developments

The Inventions and Development Route explores a range of original innovations and advancements from different times and places.

This route begins in Pathfinders where pupils have the opportunity to learn about specific individuals such as Thomas Edison and John Logie Baird, who were responsible for globally significant scientific and technological inventions. They also learn about the development of solar power as an unlimited energy source.

Adventurers learn about the beginnings of the World Wide Web and how this developed over time, and how computer and internet technologies rapidly propelled the development of animation in the late 20th century and beyond. Advancements in societal change, most notably democracy, is studied in 'Athens v Sparta' and followed up in 'Law and Order'.

Navigators pick up on the thread of invention and development, creating a transport or technology timeline, and then take the learning further by studying the processes involved in invention today, such as patenting and copyright. They also learn about the legacy of the Romans and their ingenuity in engineering, written language and trade, to name but a few of their spheres of influence.

Route 2
Disciplinary Discoveries

The Disciplinary Discoveries Route exposes pupils to the concept of subject specific investigation and subsequent findings, including how these discoveries have had an influence on current thinking.

This route begins in Pathfinders where pupils can learn about figures such as Ada Lovelace, the first recognised computer programmer, and Mary Anning, a science pioneer in the field of palaeontology. They also learn about discoveries in changing biodiversity, specifically extinction.

Adventurers have the opportunity to further develop their learning in ICT developments, as well as studying significant historical discoveries such as the Anglo-Saxon hoard found at Sutton Hoo.

Navigators look more in-depth at scientific discovery, specifically learning about Carl Linnaeus and the significant development of the classification system.

Route 3
Exploration

The Exploration Route looks at expeditions and explorers from the past, whilst showing pupils how they can be actively involved, in the present, in their own practical exploration, uncovering information and evidence to answer enquiry questions.

Pathfinders have the opportunity to learn about the exploits of individual explorers, such as Sir Ranulph Fiennes, as well as groups such as the English colonialists. This is then built upon in Navigators.

The pupils themselves also become explorers as they engage in geography and history-based fieldwork, mainly within the local area, at all levels and across all phases.

