



## Gateways to the World (Airports) - Milepost 2

### THE BIG IDEA

Everyday millions of people take to the skies, making journeys in airplanes. Air travel helps to connect people around the world.

## Explaining the Theme

In **History**, we'll be finding out:

- About toys and games from the past
- How to decide if a toy is new or old
- How to create our own toy museum
- How we can learn about the past in different ways

In **Geography**, we'll be finding out:

- About the connections we have with different places in the world
- About the places that we can travel to from our local airport
- About the jobs that people do in an airport
- About the jobs people do on an airplane
- How to plan an airport
- How airport expansion can affect the environment
- How weather can affect air travel

In **Art**, we'll be finding out:

- About different airline logos and designs
- How to create our own airline logo
- How to create a sculpture to represent 'flight'

In **ICT & Computing**, we'll be finding out:

- How to create our own airline tickets
- How to create an airline database
- How to program our own airplane game

In **Technology**, we'll be finding out:

- How to plan and design an in-flight entertainment pack
- How to make and evaluate an in-flight entertainment pack

In **Society**, we'll be finding out:

- About the jobs people do in an airport
- About the jobs people do on an airplane

In **International**, we'll be finding out:

- About the use of passports and visas around the world