Madagascar

Technologies

- Use electronic search engines to research the food journeys of various types of food in Madagascar.
- Make a food journey using suitable ICT Software.

TCH 2-03b, TCH 2-04b

RME

- Explore a creation myth that describes how the original Malagasy people thought that the world began.

RME 2-04a, RME 2-07a

Maths & Numeracy

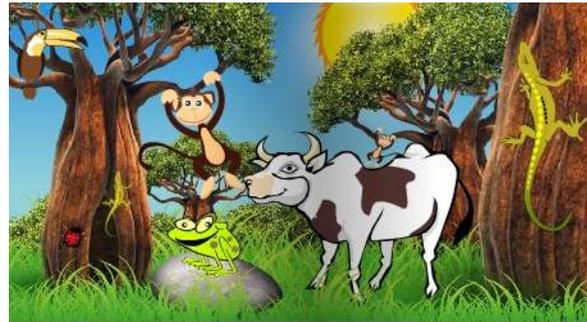- Use the context of Malagasy animals to develop their data-handling skills.

MNU 2-20b, MTH 2-21a

Expressive Arts

- Re-enact the story of the e-book using movement and mime.

EXA 2-13a

Sciences

- Identify and classify examples of Malagasy flora and fauna.

SCN 2-01a

Social Studies

- Examine and explore an aye-aye lemur from the collection at the National Museum of Scotland.

SOC 2-01a

Literacy and English

- Develop their knowledge of language by selecting from a menu of podcasts.

LIT 2-04a

Health and Wellbeing

- Develop an understanding of the journeys which food makes from source to the consumer.

HWB 2-35a