

Health & wellbeing across the curriculum



Humanities	Computing/Science	Modern Foreign Languages/PE
<p>History – Roman Britain: Imagine you are running a pharmacy in Roman Britain. Come up with an inventory (list of ingredients or products) for the kinds of things you would sell and what you might prescribe them for.</p>	<p>Computing – How Do You Make a Good App? Knowing who to talk to if you see something worrying online is very important. Design an app that can help advise users on who to talk to if they are concerned.</p>	<p>MFL – At School: Come up with a few phrases you might need to use at school if someone is not feeling well (e.g. “They are feeling sick!”). Translate one of these into a language of your choice.</p>
<p>Geography – Mapping the World: Based on your knowledge of germs, can you create a map of your school that shows what might happen if someone isn't careful about spreading their cold around?</p>	<p>Science – Health: Can you plan & carry out an experiment into how quickly common cold/flu remedies dissolve in water? Does this match up with how they are advertised? Does it work in cold water? Compare your results!</p>	<p>PE – Nutrition: Find out about some “superfoods” – how can they help us fight off illness or when we're not feeling well? Design a poster for one of the foods to show off its amazing qualities and then display them!</p>