

Islip Manor High School

Scheme of Learning Overview



This scheme of learning has been designed to ensure that you make progress, develop, and master key knowledge, skills, and ideas through academically rich content that reflects, values, and celebrates the diverse experiences, identities, and contributions of our school community.

Year group: Year 10	Term: Autumn	Unit duration: 4 weeks	Number of lessons: 5 lessons		Unit title: Renaissance Medicine c1500-c1700
Unit assessment: To describe key features and characteristics of Renaissance Medicine				Fertile question: Was there more continuity or change in the practice of medicine in the period c1500-c1700	
Key skills/ concepts/ prior knowledge that students should have when starting this unit:				Start RAG	End RAG
Understanding of the Renaissance period An understanding of the main areas of progress in Renaissance times Know methods for finding out about the past					
Key skills/concepts/knowledge that students should cover				Start RAG	End RAG
1) Ideas about the cause of disease and illness during the Renaissance and how these changed 2) Approaches to prevention and treatment during the Renaissance and how these changed 3) Dealing with the Great Plague in London, 1665 and how it differed from the Black Death of 1348 4) To explain why there was change in medical ideas and practices during the Renaissance					
Stretch. Key skills/concepts/knowledge that students should cover - Explain the ideas of causes of disease in the context of the Renaissance period - Explain why there was a shift in the progress made during this time period - Judge who made the biggest impact on medicine during this period					
Literacy. Key vocabulary/subject terminology that students should cover: Sydenham Printing Press Royal Society Transference Chemical cures Vesalius Dissolution of the monasteries Pest houses Harvey Suggested materials teachers could/should use: PowerPoints and resources for each lesson Key home learning tasks students should complete: HL will be set once a fortnight					