|  |  |  |
| --- | --- | --- |
| **Global Goals 2 and 6: zero hunger and safe water for drinking and sanitation.**   * Where did the ‘Builders’ plan to feed future citizens of Ember? * How did the ‘Builders’ plan for a safe water supply for drinking, irrigation and sanitation? | Responsible Team: advisors to the mayor OR, the Builders of Ember.  Client: mankind  Commission: (in no particular order...)   * Decide on the best site for the city. * Provide solutions for ongoing water and food supplies. * Provide electricity for the city. * Create the Book of the City of Ember for the future inhabitants of the city. | |
| Big Questions:   * **Where does drinking water come from?** * **Can plants grow in artificial light?** * **How can we provide food for our population.** * **How can a river provide renewable electricity?** * **Can a group of people live sustainably?** * **How would an increase in population affect Ember?** * **Who should be selected to enter Ember in the first place?** | Hooks for learning:   * Visit Broxhill Farm. * The City of Ember (graphic novel and novel) * Visit Kielder Water to see the dam. | As STEM thinkers and problem solvers we can:   * Recognise that rivers can provide electricity through hydro-electric generators. * Recognise that river water can be used for irrigation. * Recognise rivers as sources of food. * Plan storage of food and other resources for 200 years! * Explore the best growing conditions for plants with no natural sunlight. * Recognise plants and animals in Ember (including those that are a potential nuisance I.e. rats, greenfly...) |
| As geographers we can:   * Recognise why human habitations are built near cities. * Begin to think about possible natural disasters that might necessitate a city like Ember. | As responsible citizens we can:   * Keep future citizens of Ember City safe. * Recognise the need in our own lives for recyling and saving water, electricity and other natural resources. | |
| As writers and communicators we can:   * Write a letter of application for a job. * Write a diary entry for an imagined situation. * Create a ‘How to...’ book for the future citizens of Ember City i.e.   -Instructions for growing plants  -Explanations of how the hydro-generator works  -Instructions for providing clean drinking water.  -Explain the need to recycle with ideas.   * Create myths about the darkness? | As artists and makers we can:   * Draw some of the plants and animals living in Ember City and its river. * Create an effective display of recycled goods in Ember? | |
| As historians we can:   * Imagine a short historical account for a city. | |