



HISTORY CURRICULUM MAP

2H: ENTERTAINMENT 500 – PRESENT DAY

Year 11 Autumn Term

Key Question 1: What have been the main developments in sport over time?

- Sports for ordinary people in the medieval and early modern eras: tests of strength, agility and endurance
- Sports for upper classes: medieval jousts and tournaments, hunting in the sixteenth and seventeenth centuries
- Reasons for the growth of spectator sport from the late nineteenth century
- The growth of professionalism in sport in the twentieth century
- The influence of sponsorship and the media on sport since the 1950s
- Opportunities for participation and recreation in the later twentieth century

Key Question 2: How have holiday patterns and travel changed over time?

- Feast days and holy days in the medieval and early modern eras
- The development of the Grand Tour in the eighteenth century; the growth of the railways after the 1840s and their impact on seaside towns
- Greater holiday time: Bank Holiday Act of 1871, holiday pay
- New holiday opportunities in the mid twentieth century: holiday camps, national parks and day trips; holiday patterns after 1970: package holidays, air travel, impact on British holiday resorts by the end of the twentieth century

Key Question 3: How was society affected by developments in theatre, stage and screen over time?

- Viking and Saxon sagas
- Medieval mystery plays and mummers
- The popularity of the Elizabethan theatre
- The music halls and glee clubs of the Victorian age
- The impact of cinema in the 1920s and 1930s
- The development of television as entertainment from the 1950s
- Developments in entertainment technology in the later twentieth century



Supporting texts or wider reading:
Peter Burke, Popular Culture in Early Modern Europe



Opportunities for extended writing
Part 3 demonstration of learning via exam questions and consolidation tasks



Speak like an expert:
Students will be asked to read out their part 3 answers and responses to progress checks Students will have a glossary with the key terms below and add to these after a round of choral response



Homework
Carousel knowledge-based tasks, same for every class, these will link to Temperature checks and Do It Now's.



Links to careers:
Media and Film Industry Roles: Careers in film, television, and radio production, with historical knowledge of how entertainment developed aiding content creation.

Actor/Performer: Understanding the history of performance traditions, theatre, and audience expectations across time.

Event Planner: Organising festivals, sports events, or cultural celebrations, linking to how public entertainment has been organised historically.

Tour Guide/Heritage Educator: Leading tours in historical sites related to entertainment, such as Roman amphitheatres, medieval fairs, or historic theatres.

Link to Personal Development:
Understanding change and continuity: You see how entertainment has evolved over time, helping you understand how societies change while some interests (like sport, music, or festivals) remain important.

Appreciating diversity: Exploring how different cultures and periods have expressed themselves through entertainment helps you value diversity and cultural differences.

Critical thinking: Analysing sources about entertainment, from medieval tournaments to social media, helps you question how entertainment reflects society's values.

Creativity and inspiration: Learning about the development of music, theatre, art, and sport can inspire your own creativity and interests.

British Values:



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Key Question 4: How have musical tastes and dance patterns changed over time?

- Traditional and religious music of the medieval era
- Courtly entertainment in the medieval and Tudor periods
- The development of orchestral and classical music in the eighteenth century
- The growth of choirs and brass bands in the nineteenth century
- The impact of the radio as entertainment after the 1920s
- Trends in popular music in the twentieth century: jazz, rock and roll, pop music in the 1960s
- Changes in listening to music in the twentieth century: live performance, record players, transistor radios, digital music players

Key Question 5: How have changing patterns in entertainment affected the lives of children over time?

- The nature of children's games and toys in the medieval era
- The nature of children's games and toys in the sixteenth and seventeenth centuries
- The development of games and toys in Victorian times
- The popularity of girls and boys comics in the early twentieth century
- The growth of radio and television programmes aimed at children
- The popularity of computer generated games in the late twentieth century
- The decline of playing outdoors by the start of the twenty-first century

Key Question 6: Why have blood sports and other forms of cruelty been seen as entertainment over time?

- Medieval hunting as sport
- Punishments and public executions as forms of entertainment
- Bull-baiting and cockfighting as popular entertainment in the sixteenth and seventeenth centuries
- Unregulated bare knuckle fighting in the eighteenth and nineteenth centuries

Democracy: Exploring how people have campaigned for access to entertainment and sport for all (e.g., working-class access to football, public festivals) shows the importance of equal opportunities and democratic participation in society.

Rule of Law: Learning about laws that have shaped entertainment (licensing of theatres, safety laws at sports grounds, censorship laws) helps you understand the role of laws in keeping entertainment fair and safe.

Individual Liberty: Studying how people have chosen to spend their leisure time and fought for freedoms in entertainment (such as freedom of expression in music and theatre) helps you appreciate your right to make choices about your interests today.

Mutual Respect and Tolerance: Exploring how entertainment can bring people together from different backgrounds (festivals, sports, music) and how discrimination in entertainment (e.g., racial segregation in sports) has been challenged helps you understand the importance of respect and tolerance.

Respect for institutions: Studying the development of cultural institutions like theatres, sports organisations, and museums shows how institutions play a role in preserving and providing access to entertainment in society



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- The introduction of rules and regulations into sport from the late nineteenth century
- The development of the debate over the legality of fox hunting from the 1960s
- The role of animal rights and welfare groups in the twenty-first century

Key Question 7: Historical Environment: Glastonbury Festival c.1970 to the present day.

- The historical context: changes in popular music in the 1950s and 1960s; changes in both how and where young people listened to music
- Development of a youth counter-culture in the 1960s; concept of free festivals;
- The main features of the historic environment of Glastonbury Festival c.1970 to the present day:
- Small scale Pilton festival in 1970, 1971 Glastonbury Fair; small scale and informal 1978 and 1979;
- 1981 beginning of annual festivals; stages – Pyramid Stage 1970s, other stages 1980s,
- New Bands Tent 1990s; problems with Worthy Farm as a venue for a festival; stricter licensing conditions 1980s, improvements in fencing and end of free entrance for anyone from 1990s; range of entertainment – pop and rock music, but also dance, comedy, circus,
- Arts and crafts; steadily increasing attendance and demand for tickets; the need for fallow years
- The significance of Glastonbury Festival c.1970 to the present day: reflection of changes in popular music – folk of T-Rex and David Bowie
- 1970s, wider appeal to rock and indie bands of the 1980s, addition of
- More pop acts in the 1990s, addition of dance music acts in the 2000s.
- Significance of the legends slot, promotion of new acts. Influence of the
- Media, films, live albums, TV coverage; Glastonbury on streaming services.

Students can use these key words:

Amphitheatre

Bear baiting



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Broadcasting
Celebrity culture
Censorship
Cinema
Commercialisation
Computer games
Copyright
Cricket
Football
Festivals
Industrial Revolution
Jousting
Leisure
Minstrels
Mummers
Music hall
Mystery plays
Pop music
Printing press
Public execution
Puritans
Radio
Seaside holidays
Social media
Spectator sports
Suffragettes
Television
Theatre
Tournament