

Salesbury Super 6 Knowledge Organiser for Neptune Class (Y3/4)

Learning Focus: **History:** Chronology of Leisure and Entertainment



Key Knowledge to Learn

1

People have always enjoyed **leisure** and **entertainment**, but the activities they take part in have changed over time. Early people entertained themselves through storytelling, music, dancing, games and celebrations using natural materials.

2

As societies developed, new forms of **entertainment** appeared. The Romans enjoyed theatres and gladiator contests, while the Anglo-Saxons, Vikings and Tudors enjoyed feasts, music, games and performances.

3

During the Victorian period, **innovation**, including inventions, railways and shorter working hours, gave more people opportunities to enjoy organised sports, holidays, parks, theatres and the seaside.

4

The invention of new technology, such as radio, television, computers and the internet, transformed how people spend their **leisure** time. **Innovation** made **entertainment** easier to access and share with others.

5

Some forms of **leisure** have changed greatly, while others have shown **continuity**. Storytelling, music, games, sport and spending time with family and friends have been enjoyed throughout history, although they have evolved over time.

6

Historians use **historical evidence**, such as artefacts, photographs, paintings, diaries and newspapers, to find out about **leisure** and **entertainment** in the past. They use **chronology** and compare different sources to explain how and why **leisure** has changed over time.

Vocabulary

Chronology

The **order** in which **events happened** over time, from the earliest to the latest.

Leisure

The **activities** people choose to do for **enjoyment** in their free time, when they are not working or at school.

Entertainment

Activities, performances or **games** that people watch or take part in for fun.

Continuity

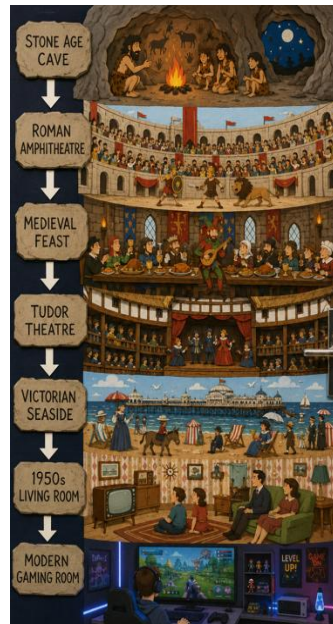
Things that have **stayed the same over time**, even though other things have **changed**.

Innovation

A new **idea, invention** or **way of doing something** that changes how people live or spend their **leisure** time.

Historical Evidence

Clues from the past, such as photographs, artefacts, diaries or buildings, that **help us learn** about history.



You can find out more by accessing these links:

Learn about **Michael Rosen** from his website: [Michael Rosen | Official Website](#)

Information about the **history of board games**: [2,000 Years of Board Games | English Heritage](#)

Information and plenty of activities about **life, leisure and entertainment in the past**: [Kids | English Heritage](#)