

ANCIENT CIVILISATIONS



BookLife
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Science:

Evolution and inheritance: explore how living things change over time as shown by fossils. Recognise that the offspring of living things can vary from their parents. Identify how animals and plants are adapted to environments and how adaptation can lead to evolution.

Living things and their habitats: Classifying Living Things: explore how living things are classified into groups. Give reasons for classifying plants and animals in a particular way.

RE:

Islam: What does it mean for a Muslim to follow God?

Look at different branches of Islam, compare beliefs and learn about expressions of faith in daily life.

History:

Analysing the impact and significance of Ancient Civilisations; identifying the achievements over time; detailed study of Ancient Greece.

Maths:

Fractions: multiplying and dividing fractions; finding fractions of an amount.

Decimals and percentages: multiplying and dividing by 10, 100 and 1000; equivalent fractions, decimals and percentages; percentage of an amount.

Geometry: properties of shapes; position and direction.

Measurement: converting units; perimeter, area and volume.

Statistics: line graphs; pie charts; circles; the mean, median and mode.

English:

Adventure stories; stories from other cultures; myths; diary writing; instructions; persuasive writing; recounts.

Art:

Collagraph Printing: taking inspiration from Glen E. Alps, the developer of collagraph printing.

DT:

Wire and Clay Sculpture: inspired by the work of Rachel Ducker and Michelangelo.

Music:

Jazz music: listen and appraise jazz music; recognise notation, beat duration and names; draw notes for a simple tune; play a tune using the glockenspiels using the notes G, A and B. Body percussion; looking at different ways to make music without using our voices.

PSHE:

Living in the wider world - money; making decisions; spending and saving; media literacy and digital resilience; influences and decision making; online safety.

French:

Le rat des villes et le rat des champs: thinking and learning in French through a fable; develop listening strategies and memory skills; form questions and adjectival phrases; express opinions.

À l'école: what is school like for people in France? Subjects, likes and dislikes.

Dictionary work: explore gender and verb formation.

Computing:

Creating (Media-Video Editing: history of moving images; recording devices; editing for quality.

Programming- Selection in Quizzes: use sequence, selection, and repetition; variables and forms of input and output; logical reasoning; how some simple algorithms work; detect and correct errors.

PE:

Dynamic Balance: on a line; Counter Balance: with a partner. Negotiating and collaborating appropriately; giving and receiving sensitive feedback to improve ourselves and our peers; involve others and motivate those around me. Cricket with Tom Vickers.

Geography:

Use world maps to locate continents and countries; locate different Ancient Civilisations; identify key topographical features; compare similarities and differences over time; detailed study of Ancient Greece.