

Autumn 2018

**THEME:
Mummy Returns**



**Spiritual, Moral, Social and Cultural
Development:**

**Personal, Social, Health and Emotional
Development:**

- Class/school codes of conduct: right/wrong; listening; negotiation to resolve issues; school council.
- Shropshire Respect Yourself RSE: Friendship
- Say No to Bullying.
- Respecting each other's property - link to pyramids.

In our exploration of faith we will:

- How does religious belief influence a person's lifestyle? Place of worship study after considering what stories teach us from that faith? Stories from different faiths: Hare and tortoise and prodigal son; Malak Bhago and Lalo; Who was Muhammad? What was he like? 1st revelation. Thirsty camel/Angry woman.
- GOSPEL - What is the good news that Jesus brings?
- INCARNATION - Why does Christmas matter to Christians?

PE:

- Team games - Invasion unit: master passing, controlling and receiving skills (hockey, netball, football and rugby).
- Dance - We will develop our physical literacy through performance of dance using Egyptian theme.

As historians we will focus on:

- The achievements of the earliest civilizations - the beginning of an overview of where and when the first civilizations appeared, and an in depth study of Ancient Egypt. Museum visit, to interact with artefacts and learn about the mummification process.

As geographers we will:

- Use world maps, atlases and globes to identify the United Kingdom and its counties and countries.
- Use world maps, atlases and globes to identify continents and oceans.
- Identify the position and significance of, the Equator and the Arctic and Antarctic Circles.
- Find out key locations in ancient and modern Egypt using Egyptian maps.
- Study the modern culture in Egypt.

As designers we will:

- Look at a range of patterns and textiles.(Templates and Joining).
- Using the story of Joseph's coat and design coats, using and choosing joining techniques, appliqué and printing.

As artists we will:

- Develop drawing skills using Egyptian figures and hieroglyphics, using papyrus paper and ink, sketching pencils and watercolours
- Find out about Egyptian masks, explore mask making techniques and make replica ancient and modern masks. We will use drawing skills and 3d modelling.
- Link to print making in DT with Egyptian symbols.

As musicians we will:

- Focus on rhythm, texture, timbre and dynamics. Musical Contexts Unit 5 Egyptians.

As experts in technology we will:

- Use technology safely and respectfully, keeping personal information private; identifying where to go for help and support when they have concerns about content or contact on the internet or other online technologies; through the introduction of our Acceptable Use policy.
- Develop our touch typing.
- Program a mummy to move around a screen. 'We are mummies'.
- Work out how some simple Scratch games work.

As linguists we will explore the French language through:

- Focus on numbers, the alphabet, phonemes and colours
- Learn "all about me."
- Find out about France the country.

Literacy:

- As appropriate to pupil progress - see expectations for year group.
- Information texts - general leaflets about ancient Egyptian life.
- Instruction how to make Egyptian food.
- Pyramid shape poems.
- Talk for writing opportunities using texts based around our topic.
- Engage with reading spine texts - Cat Tales and The Flower.

Numeracy:

- As appropriate to pupil progress - see expectations for year group

As Scientists we will:

- Compare how things move on different surfaces. Investigate the easiest surface to transport the pyramid blocks across. Focus on performing simple tests to compare and setting up simple practical enquiries, comparative and fair tests.
- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses, particularly in relation to building a pyramid. Focus on identify, classify and group and gather, record, classify and present data in a variety of ways to help in answering questions.