



# Ancient Civilisations **History**

## Companions

- Tomb Builders **Design and technology**
- Statues, Statuettes and Figurines **Art and design**
- Electrical Circuits and Conductors **Science**
- Islamic Art **Art and design**

## Planned term

Summer

## Memorable experience

What is a civilisation? [Tomb Builders] - Identifying simple machines and producing a prototype of a machine that could have been used to transport bricks for ancient Egyptian pyramid builders. [Statues, Statuettes and Figurines] - Figure drawing. [Islamic Art] - Exploring Islamic art.

## Innovate challenge

Exploring the Indus Valley civilisation. [Tomb Builders] - Designing simple machines. [Statues, Statuettes and Figurines] - Making Sumer-style figurines. [Electrical Circuits and Conductors] - Designing and making a nightlight. [Islamic Art] - Creating geometric tiles.

## Class texts

Persuasive letter: RSPB (Literacy). Monster Slayer - Brian Patten (Literacy). The Great Fire of London: Anniversary Edition of the Great Fire of 1666 - Emma Adams (Literacy). The Invisible Boy - Trudy Ludwig (Class Reader). Cloud Busting - Malorie Blackman (Class Reader).

## Writing

Persuasive writing: Persuasive letter persuading people to protect the environment; Myth: Myth quest linked to ancient civilisations; Information report: Report about a significant event in ancient times.

## Mathematics

Teaching for Mastery using White Rose Maths supported by NCETM PD spines and Power Maths.

## Science

[Electrical Circuits and Conductors] - Sources of electricity; Electrical devices; Electrical components; Series circuits; Complete and incomplete circuits; Conductivity; Conductors and insulators; Wired plugs; Incandescent light bulbs; Future of electricity; Working scientifically – Identifying and classifying, Pattern seeking, Comparative test, Research.

## Physical education

Following the Primary PE Passport: Indoor: Gymnastics Dance; Outdoor: Athletics Cricket

## Art and design

[Statues, Statuettes and Figurines] - Figure drawing; Statues, statuettes and figurines; Sculptures from ancient civilisations; Clay work and sculpting. [Islamic Art] - Features of Islamic art; Motifs and patterns; High and low relief clay sculpture. Producing a tile inspired by Islamic Artwork, building together to produce a class mosaic.

## Computing

Following the Teach Computing curriculum: Creating media - Photo editing; Programming B - Repetition in games.

## Design and technology

[Tomb Builders] - Simple and compound machines. [Electrical Circuits and Conductors] - Making switches; Programmable technologies; Programming a microbit; Designing and making a nightlight; Incorporating programming and circuits in products.

## Geography

[Electrical Circuits and Conductors] - Sustainable energy sources.

## History

Features of civilisations Ancient Sumer Ancient Egypt Indus Valley civilisation Artefacts Timelines New inventions and technology Everyday life Social hierarchy Significant leaders End of ancient civilisations

## Music

Following the Charanga Musical School primary curriculum programme. All learning is based around 1 song: Blackbird.

## Personal, Social and Health Education

SCARF: Being My Best Growing and Changing

## Religious education

Christianity: For Christians, what was the impact of Pentecost? How and why do people mark the significant events of life? Islam: Linking to 'Islamic Art' companion project

## Spanish

Numbers to 100; Personal descriptions - height, hair and eye colour; Likes and dislikes + nouns: food.