

English:

- Non-fiction fact file
- To write a narrative

Stimulus:

- Clips and information about camels
- Cinderella of the Nile
- The story of Tutankhamun

History: **Ancient Egypt**

- To understand what life was like in Ancient Egypt
- To investigate what the Ancient Egyptians left behind
- Who built the Great Pyramid in Giza?
- To understand the Ancient Egyptian's religious beliefs
- To explain who Tutankhamun was
- What did Akhenaten do that made him so hated?
- Why do we remember Ramesses 11?
- How did the civilization of Egypt end?



Maths: **Geometry**

- Long multiplication and division
- Draw polygons using coordinates
- Translate polygons using coordinates
- Identify regular polygons
- Find the perimeter of polygons
- Understand lines of symmetry and reflection

Art: Printing

To print hieroglyphics

- Research, create, and refine a print using a variety of techniques.
- Select broadly the kinds of material to print with in order to get the effect they want.
- Resist printing including marbling, silk screen and Coldwater paste.

PE:
Athletics

PSHE:
Changing Me

IT: **Scratch 2**

DT:
Make a shaduf

- Plan, design, make and adapt models
- Use a variety of materials

Music: **Rock and Roll**

- To learn the Hand Jive and Rock around the Clock

RE: **Sikhism**
What do Sikhs value?

Science: **States of matter**

- To understand the properties of different states.
- To understand the water cycle
- To know the freezing point of water is 0°C and water boils at 100°C.
- To be able to explain evaporation and condensation

Value: **Courage**

Learning Power: **Resilience/Tough Tortoise**

Persevering with tricky tasks, being absorbed in learning, managing distractions



Value: **Co-operation**

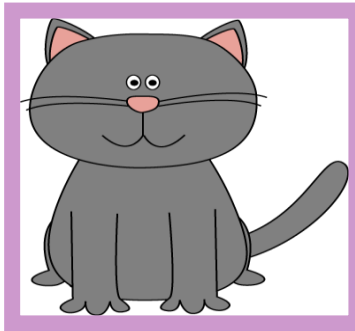
Learning Power: **Reciprocity/Team Bee**

Collaborating with others, empathy and listening, imitating/constructively adopting ideas

Value: **Curiosity**

Learning Power: **Resourcefulness /Curious Cat**

Asking questions, making links between learning, imagining, using resources



Value: **Confidence**

Learning Power: **Reflectiveness/Reflective Owl**

Planning what resources are needed and how to approach tasks, revising, reviewing and editing, distilling/learning from experience

The Learning Pit

Learning should be challenging - it should make you think and take you out of your comfort zone. The Learning Pit encourages learners to take risks, use their learning powers and understand the power of perseverance.

There is no "I can't" just "I can't yet.."

