### WOW

History off the page (starter) Greek art exhibition (Parents invited in at the end of the topic)

### English

Texts and possible writing opportunities; Percy Jackson and the Lightening Thief Myths and Legends Description – diary entry from the POV of a Greek hero. Report – Perseus and Medusa Plays -Theseus and the Minotaur SPaG: apostrophes to show possession, direct

speech, expanded noun phrases, fronted adverbials, determiners, conjunctions, paragraphing

# PE

Children will be tauaht:

To play competitive games and apply basic principles suitable for attacking and defending. **Rounders & Cricket**- Striking/Fielding – -underarm

throw (bowl), overarm throw (for distance), catch, strike with bat)

Dance/Locomotor -transferring weight, shift body shape, transport body and control body movements. Athletics/OAA- running for different distances/pace, jumping for height/distance, throwing for distance.

# Science

### Electricity

Children will be taught to;

Identify electrical appliances that run on electricity. Construct a simple series electrical circuit, identifying and naming is basic parts - make a pressure trigger for keeping exhibits safe in the museum.

Recognise some common conductors and insulators, and associate metals with being good conductors.

## Maths

Decimals (2 weeks), Measurement (2 weeks), Time (1 week), Statistics (2 weeks), Geometry -Properties of Shape (3 weeks), Geometry -Direction (1 week)



## Links in Learning

Greeks

In Year 3 children created animals using clay, they also looked at the local environment as well as looking at maps of the world and identifying countries such as Egypt. As part of their topic on the Stone Age children in Year 3 looked at where the first humans were found and how people would hunt for food and use skins to make clothes.

## Art and Design

Children will be taught to;

To improve their mastery of art to design Greek art using painting and drawing and sculpture to create a pottery plate – Relate back to myths and a silhouette.

### History

Children will learn about: Ancient Greece - a study of Greek life and achievements and their influence on the Western World. Looking at artefacts – encourage observations and investigation skills **Greek Education** Athens and Sparta – Voting and British Value links Olympic Games – Making links to Aylesbury Greek Arts Fashion and Food – Comparing to the Romans

# Geography

Children will be taught; Location Knowledge-Use maps and atlases to locate the worlds countries with a focus on Europe Spread of the Olympic games City states in Greece Greek Islands – Corfu (investigation) Tourism - Persuasive piece on why to come to Greece (modern or Ancient?)

## Computing

We are publishers Children will be taught to; Use publishing programmes to edit and present information E-Safety – What conduct is appropriate?

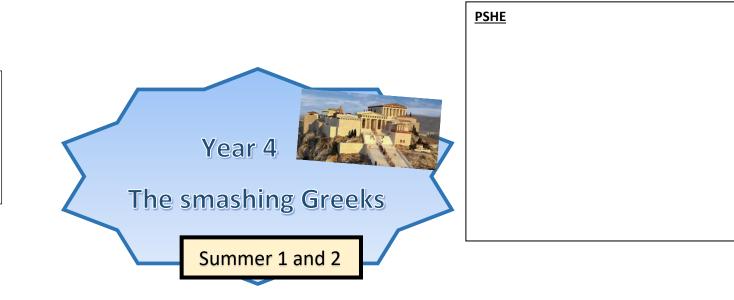
# Music

Children will be taught to; Play and perform solo and ensemble contexts using voices and instruments with control and expression.

Create own Greek music

### Languages

Spanish – Children will learn key vocabulary associated with appearance, colours and parts of the body.



## <u>RE</u>

### Founders & Prophets, Sacred Texts, Symbolism

What are some of the key teachings of the Holy Books and how are they interpreted? How do Holy books help believers in their daily lives? What do the religions teach about God? How do language and symbols express deep ideas, beliefs and feelings?

### Worship, Diversity in religions, Religion in the Community

How does worship express different beliefs about God, humans and the world? How does worship help believers in their daily lives? What beliefs do the different religions share in common and how are they different? Would it be better if we all believed the same thins and lived the same way? What beliefs do the different religions share in common and how are they different? Would it be better if we all believed the same things and lived the same way?

### **Design and Technology**

Children will be taught to; Design, make and evaluate a product fit for Greek purpose (catapult)

To use technical knowledge to understand and use mechanical systems.