

LITERACY

All lessons will reinforce features associated with the various texts / genres studied.

Persuasive Posters:

Use emotive language and adjectives to design a persuasive poster advertising holidays to Egypt.

Extended Stories:

Follow OBDE to structure stories and insert speech, figurative language, adjectives and adverbs to describe settings and characters.

Legends:

Write an abridge version of the legend of Ra and the Sun God, highlighting typical features of a legend.

Diaries:

Write chatty diary extracts in their role as archaeologist of famous Ancient Egyptians incorporating, idioms, slang and contractions.

Instructions:

Evaluate and write a set of instructions using imperative verbs.

Chronological Recounts:

Use time connectives and dates to order historical events linked to Ancient Egypt.

Journalistic Writing:

Write factual newspaper reports, answering the 6Ws and including examples of direct and reported speech.

HISTORY

Timelines:

Sequence according to chronology a series of images denoting famous periods in history and write 3 facts for each era.

Egypt: past and Present:

A modern day map of Egypt will be annotated to highlight famous historical landmarks, major cities, river etc.

Creation Story & Gods:

In the style of a trading card, the children will present their research in the form of a fact-file for their chosen Ancient Egyptian god / goddess.

Egyptian Hierarchy:

For the Ancient Egyptian hierarchy list do and don't rules each person mentioned would have to obey.

The Nile & Farming:

Draw and annotate a farming wheel to show differences between the 3 farming seasons.

Every Day Life:

Research and collate facts relating to aspects of daily life in Ancient Egypt and then present the information as a group non-fiction book.

Pyramids, Mummies & the Afterlife:

Order the instructions and images to depict the mummification process.

Hieroglyphics:

The children will write messages for a partner to decipher using hieroglyphs.

Documentary:

In small groups write, film and edit a documentary about their Ancient Egypt topic.

SCIENCE

Earth, Sun and Moon:

Identify true or false facts about the solar system.

Use models and diagrams to explain:

- how the Earth orbits the Sun and the Moon orbits the Earth,
- how day and night are created,
- how shadows change size and position during the day.

Forces:

Work on forces will link to the River Nile and the building of the pyramids to explain / identify:

- how forces work in pairs and there is a main force and a reaction force,
- forces at work,
- effects of water resistance and friction that act between moving surfaces.

Filtering:

Use a variety of materials to create a filtering system to clean dirty water (linked to the River Nile).

Ancient Egypt: Tomb Raiders

ART

Draw and create an archaeologist's jacket to depict facts and information they have researched about life in Ancient Egypt. Use wax crayons and a paint wash to create a tomb painting depicting life in Ancient Egypt.

Draw and embellish their interpretation of one of the key events mentioned in the legend: Ra the Sun God.

Design a family calendar incorporating hieroglyphs.

I.T.

Create a table in Word to compile a fact-file comparing Egypt and England.

Use the internet to research key facts for their fact-files.

PSHCE

Discuss reasons for and against social hierarchies and why people obeyed the words / orders of the Pharaohs.

Offer reasons why male and female roles within families have changed with time.

GEOGRAPHY

Use atlases and the internet to annotate a modern day map of Egypt.

Interpret photographic evidence and maps of the River Nile and farming to list reasons why living in Ancient Egypt would have been easy / difficult.

Use atlases to annotate a map of the River Nile to highlight geographical features and historical sites.

GAMES / PE / DANCE

Reinforce skills (running, throwing, jumping and catching in isolation and in combination) associated with net and wall games.

Play competitive games and learn basic principles suitable for attacking and defending.

C.D.T.

Use images of a shaduf to help design and then make their own model, incorporating pulleys which allow a smaller force to have a greater effect. After testing the shaduf, evaluate its performance.

Use mod-roc and paint to create a burial mask for Tutankhamen.

