

SEAFORD PRIMARY SCHOOL

Year 5 Term 6

Topic Title- Walking with the Egyptians		
<u>History</u>	<u>Geography</u> –	Science – Animals including humans
History	Kin and a day (language)	Describe the growth and changes for a baby and child, adolescent and
Knowledge and understanding	Knowledge (human)	puberty, adults and old age.
Identify changes and links within and across the time periods studied/make comparisons	Investigate the	Describe the life process of reproduction in humans.
between different times in the past.	features of Egypt	Describe gestation and foetal development.
Identify some social, cultural, religious and ethnic diversities of societies studied in Britain	including identifying	Working Scientifically
Chronology	settlements and land	planning different types of scientific enquiries to answer questions,
Know and sequence key events of time studied	use	including recognising and controlling variables where necessary
Identify changes within and across historical periods	14 01 71	taking measurements, using a range of scientific equipment, with
Use words and phrases: vocabulary relating to the Egyptians	Key Skills:	increasing accuracy and precision, taking repeat readings when
Use appropriate times, matching dates to people and events.	To use the eight	appropriate
<u>Historical Contexts</u>	points of a compass,	 recording data and results of increasing complexity using scientific
Begin to identify primary and secondary sources; use evidence to build up a picture of a	four and six-figure	diagrams and labels, classification keys, tables, scatter graphs bar
past event; select relevant sections of information; use the library and Internet for research		and line graphs
with increasing confidence.	symbols and key	 using test results to make predictions to set up further comparative
Begin to suggest which sources are reliable and which are not.		and fair tests
Organise, evaluate and communicate information	Map work	 reporting and presenting findings from enquiries, including
Recall, select and organise historical information; communicate their knowledge and	use maps, atlases,	conclusions, causal relationships and explanations of and degree of
understanding.	globes and	trust in results, in oral and written forms such as displays and other
Record and communicate knowledge in different forms.	digital/computer	presentations
<u>Enquiry</u>	mapping to locate	identifying scientific evidence that has been used to support or refute ideas or
Compare life in early and late 'times' studied; compare an aspect of life with the same	countries and	arguments
aspect in another period.	describe features	
Study different aspects of people – differences between men and women;	studied	
Devise, ask and answer more complex questions about the past, considering key concep	ts	
in history		
Causes and Consequences		
Examine causes and results of great events and the impact on people;		
	Maths (opportunities for	Computing
	maths links)	<u>E-Safety</u>
	roperties of shape	Lesson linked to the needs of the class.
	osition and direction	Coding-Scratch Project.
	Converting units	To plan an interactive game or animation
, 0, 1	Consolidation	To create an interactive game or animation
Instructions		
Writing Opportunities		
TI D II OI II IO I		

The Rosetta Stone, Howard Carter

What happens next in the story

Book review, Canopic jar text, Guide to the Afterlife, comparison of the river Ouse and

Write own myth

How to mummify a body

Design Technology- Pulleys and gears Making an Egyptian shaduf

Investigate

To investigate and analyse a range of existing products. Design and Make

To generate, develop, model and communicate their ideas through discussion, annotated sketches, cross sectional and exploded diagrams, proto types, pattern pieces and computer aided design.

To understand and use mechanical systems in their products (e.g, gears, pulleys, cams, levers and linkages) To be able to use a pulley(own) to make an up and down movement

To be able to build a framework for a pulley

Evaluation

To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

Art and Design-Models and Statues

Knowledge

Research and discuss the ideas and approaches of different artists, craft makers, designers and architects, taking into account their particular cultural context and intentions.

Drawing

Continue to explore different styles of drawing; abstract, graphic, architectural, sculptural.

Different representations of pyramids (artuk)

3-D

Use sketchbook to adapt, explore and extend plans.

Plan and create a sculpture through drawing and other preparatory work using card, wire, paper, found objects, clay or modelling materials, masking tape, string and glue to build, stack and assemble

Experiment with colour and combine materials and processes to decorate the sculpture and make work individual

Use clay to sculpt a Canopic jar and imitate decorations seen on Egyptian oriainals.

P.E

Athletics

Invasion games

Skilfulness

To move and be still with control, composure, good body shape, tension and changes in speed and effort.

To combine skills and actions with some fluency and

combine skills and actions with some fluency and consistency. To use a greater range of specific skills / techniques using equipment with consistent control.

Condition, Health and Well-Being

To create and use tactics and compositional ideas that suit the situation with some success.

To respond to changes in situations and new challenges and conditions with some rationale.

To know what a healthy lifestyle is and how to live their lives more healthily.

Decision Making

To make accurate comments about quality of their own and others' performances and actions.

To assess performance and actions against criteria and suggest improvements.

PSHE

I have an accurate picture of who I am as a person in terms of my characteristics and personal qualities. I understand that belonging to an online community can have a positive and a negative consequences. I understand there are rights and responsibilities in an

online community or social network.

I know there are rights and responsibilities when playing a

game online.
I can recognise when I am spending too much time

using devices (screen time).
I can explain how to stay safe when using technology to communicate with my friends.

R.E. Worship, Pilgrimage and Sacred Places The Christian Church

Pupils investigate aspects of community life such as weekly worship, charitable giving or beliefs about prayer.

Linking to history and design technology, pupils consider how the architecture of churches, mosques, mandirs or gurdwaras expresses a communities way of life, values and beliefs Linking to English, pupils find out about different forms of prayer and meditation in different religions and worldviews, and write some prayers or meditations suited to particular occasions and traditions.

Pupils apply their own ideas about justice and fairness to the work of three development charities such as Christian Aid, Islamic Relief and Oxfam

Pupils write persuasively about the reasons why people who have a particular religious background or non-religious worldview try to help people who are vulnerable (e.g. victims of natural disasters or prejudice, people who live with disabilities and people who are affected by war)

Music French

Guitar skills and Samba We will be revising some more advanced "extras" useful both for sentence-writing work and conversation e.g. "me too," "me neither." We will also practise making use of the subject pronouns both in writing and speaking, and start to learn possessive pronouns with a view to talking about our favourite things.

Super Start: explore Ancient Egyptian artefacts and try to work out any information about them Mystic Middle: visit to Brighton Museum – mummification process

Fabulous finish: Egyptian exhibition / Day (eg news reports, models, plays, poster, films on ipads)

Curriculum careers links (Newspaper Reports) https://www.bbc.co.uk/academy/en/collections/youngreporter