



ANCIENT CIVILISATIONS



Find out about the history of the world's first ancient civilisations: Ancient Sumer and the Shang Dynasty, achievements and eventual end of each civilisation.

SUBJECT DRIVER: HISTORY

- Reading - novels and non-fiction texts exploring Ancient Civilisations
- Writing - setting descriptions, free verse poems, newspaper reports and recounts
- Suffixes, word endings, apostrophes and rare GPC words

English



- Symmetry - patterns, lines of symmetry, reflecting polygons
- Time - read, write and convert time between analogue and digital clocks
- Solve problems involving converting from hours to minutes, minutes to seconds, years to months and weeks to days
- Division with remainders
- Fractions greater than one

Maths



- Construct and interpret a variety of food chains, identifying producers, predators and prey
- Explore and use classification keys to help group, identify and name a variety of living things in their local and wider environment
- Begin to interpret and explore classification keys

Science



- Explore and recreate Islamic art.
- Learn about great artists, architects and designers in history
- Study historical works of art that are significant for their symbolism, colour and materials.

Art



- Programming - repetition in games
- Discover similarities between programmed environments
- Look at the difference between controlled and infinite loops
- Use existing knowledge to modify animations and games using repetition
- Create a game using repetition, applying stages of program design

Computing



- Investigate and explore pulleys, gears and levers
- Understand and use mechanical systems (pulleys, gears and levers) in their products
- Produce a design which will order the main stages of making and identify a list of equipment, tools and material needed

DT



- Revision of all topics from this year
- Study of a French city - Lyon

French



- Use maps to identify the geographical locations of Ancient Civilisations
- Study natural features of those locations which supported the selected civilisations

Geography



- Learn about the achievements of the earliest civilisations – an overview of where and when the first civilisations appeared and a more in-depth study of Ancient Sumer and The Shang Dynasty.
- Learn about a non-European society that provides contrasts with British history

History



- Use music software to create and record a piece of music using two layers of sound.
- Build up layers of sounds in compositions bearing in mind melody, pulse and rhythm.
- Evaluate own and others' performances referring to dynamics and tempo and respond to feedback.
- Identify musical genres, listen to and respond to music using musical vocabulary.
- Consolidate learning on the descant recorder and notation for pitch.

Music



- Understand where our personal characteristics come from
- Label internal and external parts of male and female bodies that are necessary for making a baby
- Describe how a girl's body changes in order for her to have a baby when she is an adult, including menstruation

PSHE



- Athletics - develop the fundamental skills for jumping over obstacles, understand how to send an object with force, practise push and pull techniques, practise transition of a baton
- Swimming

PE



- Life's Big Questions - is there a God? The rules for life (a Hindu story and a Buddhist story), exploring and debating the answers

RE

