



Year 5 Topic: Walk like an Egyptian

Term: Summer 1

Topic Length: 6 Weeks

INTENT	Vision	Together we all discover, learn, grow and succeed									
	Values	W	A	R	M	T	H				
		Well-Being	Aspire	Relationships	Motivation	Trust	Holistic				
	Curriculum Design	<i>The development of subject specific skills and learning behaviours coupled to the acquisition of knowledge</i>									
Learning Behaviours				Disciplinary Knowledge				Substantive Knowledge			
Attitudes and attributes for learning and life				Know How – Subject specific thinking and problem solving				Know What – Deep learning of the key knowledge			
IMPLEMENTATION	Our 10 Key Principles for Effective T&L	High Aspirations	Inspire and Challenge	Pupil Progress	Positive Habits	Variation	Developing Learning Behaviours		Relationships	Questioning and Feedback	Assessment for Learning/ Subject Knowledge
	Topic Purpose	To understand the achievements of an early civilisation.									
		Hook: Walk like an Egyptian immersion day.					Celebration: Making Canopic jars.				
	Main Subjects	History					Art				
	Key Performance Indicators	<ul style="list-style-type: none"> Know where and when the Ancient Egyptians lived. Know how historians found out about the Ancient Egyptians. Explain what made the Egyptians and impressive ancient civilisation, including knowing about... <ul style="list-style-type: none"> - Pharaohs - Pyramids - Mummification - Defence 					<ul style="list-style-type: none"> Sketch ideas to record their observations and use them to review and revisit ideas. Improve their mastery of sculptural techniques by adapting and modifying their work to create form. Improve mastery in clay building techniques including pinch pots, coiling and slab building. Improve mastery in joining techniques including scoring and slipping, blending and moistening. Begin to understand proportions in 3D sculpture. 				
Our Overarching Themes	Relationships	Mastery	Community	Vocabulary / Oracy		Being Healthy / Active	Equity of Education		Developing Learning Behaviours	Fluency	



Discrete Learning Opportunities

During the topic, the following subjects will also be taught. Although there will be some connection to our current topic, the learning is more discrete:

(e.g. computing, PE, music, MFL, PSHE, RE, etc...)

Subject	Key Performance Indicators
Computing	Vector drawings - Creating images in a drawing program by using layers and groups of objects.
PE	Dance - Perform dances using a range of movement patterns. Compare their performances with previous ones and demonstrate improvement to achieve their personal best.
PSHE	Relationships – Understanding that belonging to an online community can have positive and negative consequences. Know ways to stay safe online, including recognising too much screen-time.



Key Objective Progression

Prior Knowledge	Key Objective	Future Learning
<u>Year 4 History – Ancient Greeks</u> - Place events from period studied on a timeline.	<u>History</u> - know where and when the Ancient Egyptians lived.	<u>Year 6 History Mayans</u> - Know about a Non- European society that contrasts with British history.
<u>Year 4 History – Ancient Greeks</u> - Develop a broad understanding of ancient civilisations.	<u>History</u> - Explain what made the Egyptians and impressive ancient civilisation, including knowing about Pharaohs, pyramids, mummification and defence.	<u>Year 6 History Mayans</u> - Know about a Non- European society that contrasts with British history.
<u>Year 4 Art – The Greeks</u> - To create sketch books to record their observations and use them to review and revisit ideas about great artists, architects and designers in history.	<u>Art</u> - Sketch ideas to record their observations and use them to review and revisit ideas.	<u>Year 6 Art – William Morris</u> - To create sketch books to record their observations and use them to review and revisit ideas
<u>Year 4 Art – Health and Nutrition</u> - Develop observations skills to recreate clay models of teeth.	<u>Art</u> - Improve their mastery of sculptural techniques by adapting and modifying their work to create form.	<u>KS3 Art</u> - To analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work.
<u>Year 4 Art – Health and Nutrition</u> - Develop observations skills to recreate clay models of teeth.	<u>Art</u> - Improve mastery in clay building techniques including pinch pots, coiling and slab building. Improve mastery in joining techniques including scoring and slipping, blending and moistening.	<u>KS3 Art</u> - To increase their proficiency in the handling of different materials. To use a range of techniques and media, including painting.
<u>Year 4 Art – Health and Nutrition</u> - Develop observations skills to recreate clay models of teeth.	<u>Art</u> Begin to understand proportions in 3D sculpture.	