

## English

Titanium— setting description, narrative retell and newspaper report.

Howard Carter Diary / Non-fiction Egyptian Books — Diary entry and Character description of Egyptian own God

SPAG focus— main clause, word classes, noun phrases, fronted adverbials, relative clauses, conjunctions and adventurous vocabulary.

Reading focus— Prediction, inference and atmosphere.

## Science

Living things and their habitats.

Light

## Music

Charanga Unit 1: Happy (singing and recorder).

Focus— the dimensions of music (rhythm, pitch and dynamics).

## Religious Education

Unit 25: Religion and the individual: exploring commitment.

# Epic Egyptians



## PE

Functional fitness

Multi sports

Handball

## Maths

Number and place value— read, write order and compare numbers to 10,000,000.

Addition, subtraction, division and multiplication, including stylish solutions problems.

Simplifying, comparing, ordering, adding and subtracting fractions, . Identify decimals to 3 decimal places— multiply and dividing by 10, 100 and 1000 including decimal places.

Calculation of percentages with problems.

Compare and classify geometric shapes.

Ratio (scale factor).

## Personal Development

Family and Relationships

1. Respect
2. Respectful relationships
3. Stereotypes: Attitudes
4. Challenging stereotypes
5. Resolving conflict
6. Change and loss

Health and Wellbeing

1. What can I be?
  2. Relaxation: Mindfulness
  3. Taking responsibility for my health
  4. The impact of technology on health
- STAR project workshops

## Computing

### Digital Literacy

3D modelling

1. What is 3D modelling?
2. Making changes
3. Rotation and position
4. Making holes
5. Planning my own 3D model
6. Making my own 3D model

## Spanish

Revisiting me

Telling the time

Everyday Life

Time in the City

Describing my House

## History and Geography

**Achievements of Ancient Egyptians**, chronology, world history timeline, where and when the first civilisation appeared (what makes it a civilisation etc). Links to Geog.

**Chronology:** Key Egyptian events/era

**Civilization and society:** Farming, trade and the importance of the Nile

**Religion:** Research Gods and afterlife-links to death rituals/mummification.

**Achievements and Legacies:** architecture-pyramids, artwork, writing, communication etc.

## Design and Technology

Textiles—cushion.

## Art

Re-create Paintings/Photo montage

Artist: Chuck Close, Hannah Hoch, Chris Plowman

Skills Focus: Craft and Design