



Walk Like an Egyptian Oak Class Autumn Term 2017



This unit has been designed to inspire children's curiosity about the past. They will learn about the achievements of this ancient civilisation, finding out how and where the ancient Egyptians lived. Children will research aspects of daily life in Ancient Egypt, explore who Tutankhamun was and how mummies were made. The children will also learn about how Egyptian people used hieroglyphs to communicate and compare the powers of different gods. During this learning journey children will be encouraged to ask perceptive questions, think critically, interpret evidence, examine arguments, and develop perspective.

Start Date:
18/09/2017

End Date:
03/11/2017

Core Learning Value

Communication - Working with others

To develop and become more self-motivated learners

To make sensible choices about learning and behaviour

Opening Hook

There's an Egyptian tomb in the classroom. Children crawl through the tunnels, like Howard Carter, to discover what treasures lie within.

At Home

There are several great websites with useful information and fun ways to find out more about Ancient Egypt. For example: www.historyforkids.net, www.ngkids.co.uk/ and, of course, [Horrible Histories!](#)

Dates for Diary

25/09/2017 - Beach Schools (morning)
29/09/17 - Harvest Service (9am)
10/10/17 - Parents Evening
12/10/17 - Parents Evening
18/10/17 - Residential to Bowles Outdoor Centre
6/11/17 - Beach Schools (afternoon)

Other Curriculum Areas

French - All about me
RE - Freedom and Justice
Computing - Internet Safety
PE - Invasion Games
PSHE - Emotions and Feelings
Art - Cartouche and hieroglyphics
DT - Design, make and evaluate a shaduf

Outcome

Create a 'Horrible Histories style' TV show. A video with the whole class contributing clips to show what they have learnt in an entertaining way. Hopefully to be published on our school website.

Curriculum Objectives - Children will learn more about how to:

History

- develop a chronologically secure knowledge and understanding of world history
- note connections, contrasts and trends over time and develop the appropriate use of historical terms
- devise historically valid questions about change, cause, similarity and difference, and significance
- understand the achievements of the earliest civilizations for example Ancient Egypt.

English

- retrieve, record and present information from non-fiction
- explain and discuss their understanding of what they have read
- provide reasoned justifications for their views
- identifying the audience for and purpose of the writing, selecting the appropriate form and using other similar writing as models for their own
- using expanded noun phrases to convey complicated information concisely.

Science & Design Technology

- generate, develop, model and communicate their ideas through discussion, annotated sketches, prototypes and computer-aided design
- select from and use a range of tools and equipment, materials and components
- evaluate their ideas and products against their own design criteria and consider the views of others to improve.