

# Meet the Greeks

Years 5 & 6

Autumn Term 2018



## Key Areas of Learning

As **Historians** we will explore the Ancient Greek civilisation. Children will investigate what daily life would have been like for the Ancient Greeks, finding out about where they lived, what they ate and the kinds of jobs they would have done. They will also look at Greek culture and mythology, learning about the different Greek Gods and the importance of the theatre in Ancient Greek society.

As **Scientists** we will be investigating the topic of forces. Children will be exploring the forces that act on rockets, gliders, boats and parachutes. They will plan, design, test and improve their own models using the engineer design cycle. Pupils will learn about famous scientists including Galileo and Newton, whose discoveries have been key in our understanding of gravity and forces.

As **Design Technologists** we will be using a range of information sources to investigate Ancient Greek architecture. Children will then use and apply their learning by designing and building their own model temples using a range of different materials. They will also make links to our English work by designing and building a labyrinth to house a Minotaur.

### ENGLISH

In English, children will be studying Greek mythology and creating a mythical creature in order to write their own Greek myth. They will also be exploring a selection of Greek poetry.

To develop children's non-fiction writing skills, we will be writing a non-chronological report based on an aspect of Greek culture.

### MATHEMATICS

Children will be taught key aspects of:

- Number and Place Value
- Addition & Subtraction
- Multiplication & Division
- Fractions and Decimals
- Measures
- Geometry
- Ratio and Proportion (Year 6 only)

### RE

Children will explore the significance of the Qur'an for Muslims. They will also consider the importance of Christian beliefs in the modern day celebration of Christmas.

### PSHE

Through the New Beginnings theme children will develop key social and emotional aspects of learning. They will consider the importance of making a fresh start at the beginning of a new school year.

### PE

In dance, children will use Greek music to explore a range of types and forms of Greek dance. They will also develop technical floor work in gymnastics and apply their ball skills in a competitive situation in football and netball.

### COMPUTING

Children will develop their use and understanding of Microsoft Power Point and Windows Movie Maker and use this to present their findings on the Ancient Greeks.

### MUSIC

Children will celebrate the achievements of the Ancient Greek Civilisation. They will explore 20th Century minimalist music inspired by the story of Akhenaten and compose music using a layered pyramid structure.

### FRENCH

Children will be taught to speak with increasing confidence, fluency and spontaneity. We will focus on vocabulary linked to Francophone countries, sport, family and character descriptions.

### Enterprise

As enterprising pupils we will:

- Apply our learning of key areas of the curriculum to real life problem solving situations involving money.
- Explore the techniques necessary to persuade people to visit a tourist attraction.

### Environment

As pupils concerned with our environment we will:

- Consider how different religions and beliefs influence the way people respond to global issues, such as the environment.
- Promote the importance of reducing the damage we do to our environment by sharing our work during Key Stage assemblies.

### SMSC

To develop our spiritual, moral, social and cultural awareness as pupils we will:

- Listen and respond appropriately to the views of others.
- Show respect for their environment
- Develop an understanding of Britain's local, national, European and global dimensions

### Community

As members of our school community we will:

- Consider the importance of the new beginnings that we make at the start of a new school year and endeavour to be good role models to younger pupils as we reach upper KS2.