



Knowledge and understanding of the world:

Geography - Locate and describe environmental regions of the world using knowledge of the equator and climate zones. Explore and compare the biomes of Egypt.

History - To have an understanding of ancient civilisations and the influence they have on life today. To look at ancient artefacts and evidence to work out what that tells us about life in ancient Egypt.

Computing - Using the internet as a research tool, website design, programming, communication and internet safety.

Science - Electricity and changing circuits - make an Egyptian tomb alarm system.

Personal social and emotional development:

Rights and responsibilities - Our class code.

To listen and respond respectfully to others, to feel confident to raise their own concerns constructively, to recognise and care about other people's feelings.

To develop the skills to recognise and challenge.

Inequality, prejudice, stereotyping and injustice.

Anti-bullying week.

Focus on online bullying and safety on the internet.

**Why were the
Ancient Egyptians
so influential?**

Year group: 6

Term: Autumn

Problem solving, reasoning and numeracy (Maths):

Place value - read and write numbers up to 10,000,000, powers of 10, multiplying and dividing by 10, 100 & 1000.

Fluency - four operations: add, subtract, multiply, divide.

Shape, properties of shape, position, direction & coordinates.

Fractions - equivalent fractions, mixed numbers and improper fractions, decimal and fraction equivalences.

Measurement - converting between metric and imperial.

Communication, language and literacy (English):

To describe a setting using imagery.

To write a newspaper article describing the events in the story of 'Hugo Cabret'. To write character descriptions about the characters in the 'Hugo Cabret' book.

To write performance poetry based on Night Mail.

To recount opening of a Tomb from Howard Carter's point of view.

To write narrative in the style of 'Secrets of a Sun King'.

To write a powerful description of an ancient artefact.

To write a persuasive letter to Lord Carnarvon.

To write fact files on Egyptian gods.

Creative development:

Art - To explore 2D drawing into 3D making. To explore art activism and to create art about things you care about.

DT - To make Egyptian jewellery, Mummy Sarcophagus, Egyptian Tomb with an alarm system.

Music - Using Charanga to explore beat and rhythm.

Drama - Excavating a tomb. Building the pyramids and jobs in Egypt.

Physical development:

Invasion games: team tactics in hockey, football and handball. Strength and fitness in gymnastics.

Take away task:

Everything Egyptian!

Excellence and enjoyment:

Making mummies and sarcophagi.

Egyptian day.

Trip to Brighton Museum -
mummification workshop

RE faith and belief:

Green Religion - What do religious and non-religious leaders say about our planet?

Christmas, Harvest

St Martin's Mass.