

## Literacy

### Key Genres

-Explanation- The process of mummification

-Non-Chronological report- Aspect of daily life  
Children to choose their own theme

-Recount- The diary of Howard Carter.

-Instructions- How to play an Egyptian game.

-Narrative adventure stories- based around The Time Travelling Cat.



## Music

Growing with voices. Mrs Bennett to lead music sessions.



## PHSE

Keeping myself safe  
Respecting the difference between people

## History

Children will learn about the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and a depth study of Ancient Egypt.

- Daily life
- Structure of society
- Belief in the afterlife.
- Pharaohs and pyramids.



Children will note connections, contrasts and trends over time and develop the appropriate use of historical terms.

Children will address and sometimes devise historically valid questions about change, similarity and difference, and significance.

Children will construct informed responses that involve thoughtful selection and organisation of relevant historical information.

Children will understand how our knowledge of the past is constructed from a range of sources.

## Numeracy

Cross-curricular links made where appropriate including, 3D shape, making nets.

- Negative numbers
- Column addition with three digit numbers
- Measuring using metres
- Bar charts
- Grid multiplication 3 digit by 1 digit
- Telling the time using an analogue clock
- Finding fractions of shapes and quantities



# Egyptians

Year 4 Spring Term 1

2015

## Art and Design

### Design and Technology

Recreate Egyptian art work- pen and ink hieroglyphics.  
Design and make a model of a Shaduf

Continue to develop painting skills.

## RE

Children will read stories from the Old Testament. (Moses and Joseph)  
Prince of Egypt.

## Computing

To use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. (Researching the diet of woodland animals.

To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. (Make links with CLC and explore ways that music produced)

To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

## Class texts

- The Time Travelling Cat and the Egyptian Goddess.

## Visits/ Visitors

Tempus Fugit 13/1/15

## Geography-

Children will name and locate the world's 7 continents and 5 oceans (KS1)  
They will locate the world's countries, using maps.  
Children will identify physical geography of Egypt, including the River Nile..

