Key texts:

- The Egyptian Cinderella by Shirley Climo
- The Cat Of Bubastes by G. A. Henty
- Newspaper articles involving Ancient Egyptians
- Various poetry books
- Secrets of a Sun King by Emma Carroll

English

- Stories with a historical setting
- Newspaper articles
- Non- fiction
- Travel writing
- Emphasis on spelling, punctuation and grammar

Science – Animals including humans

- Predicting and carrying out experiments (linked to Egyptians)
- Describe the stages of human development
- Explain how babies grow and develop
- To present data
- Describe and explain the main changes that occur during puberty
- Identify the changes that take place in old age
- Report findings from enquiries
- Record complex data using graphs and models

Upper Key Stage 2 – Parent /
Carer Topic web – Autumn
Term 2018:
Ancient Egyptians

History:

- To learn about the achievements of the earliest civilizations – an overview of where and when the first civilizations appeared, Ancient Egypt
- Develop a chronologically secure knowledge and understanding of world history
- Understand how our knowledge of the past is constructed from a range of sources
- Construct informed responses that involve thoughtful selection and organisation of relevant historical information
- Address and sometimes devise historically valid questions about change, cause, similarity and difference, and significance

Cross curricular Maths:

- Measuring
- Data handling
- Time
- Negative numbers
- Area and perimeter of tombs

Stunning Start:

Ancient Egyptian day

PSHCE:

- Friendships and relationships
- New beginnings
- Getting on and falling out

Values:

- Kindness & Cooperation
- Thankfulness
- Friendship & sharing
- Respect

The following subjects will be taught mainly as stand alone subjects: Maths, SPaG, Handwriting, Music, Computing, French P.E., PSHE and R.E.

Art/Design and Technology:

- Improve mastery of art and design techniques.
- Produce creative work, exploring their ideas and recording their experiences.
- Use research and develop design criteria to inform design;
- Generate, develop, model and communicate their ideas.
- Select from and use a wider range of tools and equipment to perform practical tasks; Select from and use a wider range of materials and components.