ENTRY POINT:
Story Telling—Act out a Myth Allotment

EXIT POINT:
Drama

ART

- Use sketchbooks to collect, record, review, revisit & evaluate ideas (Beowulf sketches)
- Improve mastery of techniques such as drawing, painting and sculpture with varied materials

MUSIC

- Perform with control and expression solo and ensembles.
- Use and understand basic staff notation.
- Develop an understanding of the history of music

HISTORY

Ancient Greece- A study of Greek life and achievements and their influence on the western world

- Develop a chronologically secure knowledge and understanding of British, local and world history, establishing clear narratives within and across the periods they study.
- Address and sometimes devise historically valid questions about change, cause, similarity and difference, and significance.
- Construct informed responses that involve thoughtful selection and organisation of relevant historical information.
- Understand how our knowledge of the past is constructed from a range of sources and

Cycle A — Summer : Greece

(Objectives)

GEOGRAPHY

- Understand Latitude longitude, Equator , hemispheres, tropics , polar circles and time zones.
- Understand biomes and vegetation belts, land use, economic activity and distribution of recourses.
- Locate countries, cities regions and features of the UK. Name and locate counties and cites of the UK., geographical regions and their human and physical characteristic, key topographical features (including hills, mountains, coasts and rivers.

SCIENCE

- Revision of all KS2 Science topics
- Evolution
- Recognise that living things have changed over time and that fossils provide information about living things that inhabited the Earth millions of years ago.
- Recognise that living things produce offspring of the same kind, but normally offspring vary and are not identical to their parents
- Identify how animals and plants are adapted to suit their environment in different ways and that adaptation may lead to evolution.

COMPUTING

- Use software to make compositions.
- Use software in order to sample, simulate and model the use of different instruments.
- Edit, adapt and alter musical compositions.
- Produce an advertising campaign using digital media for final musical composition.
- Choose the best way to create the music they want to produce.

RE

1. Stories and Songs
2. Relgious Places

PSHCE

Choices and consequences: drugs and medicines

ENTRY POINT:

Story Telling—Act out a Myth Allotment .

EXIT POINT: **CCS&L** -

Drama

HISTORY

- Research life in Ancient Greece—Market Stall
- Key events—Timeline
- Sports Marathon, Olympic Games
- Warfare
- Compare and Contrast Athens and Sparta
- Greek School Day
- Religion and the Gods
- CCE—Biography of Thor CCS&L—Debates

RE

- Listen to Imagine by John Lennon.
- Listen to Desiderata, a poem written by Max Ehrmann in 1924.
- Repeat for the prayer of St. Francis.
- Research sacred places
- Visit the Minster
- PSHC
- Discuss effects of common medicines.
- Preparing for change

ART

- Sculpture - scale model of Greek Buildings
- Design and decorate a Greek pot
- The invisible man Liu Bloin, who camouflages himself to disappear into the background of his artwork.
- http://www.youtube.com/watch?v=5sX_5YjLpbI&feature=player_embedded
- CCM—Scale models/measuring

Cycle A — Summer : Greece

(Activities)

SCIENCE

- Fossils
- A postcard from the past
- Showing changes over time
- The scientific process
- The Pitdown man hoax
- Siblings
- Own family trees
- Create a family tree for an animal
- Adaptations to habitat
- The Galapagos Islands
- What are different beaks suited to?
- What type of feet are best for swimming?
- Researching camouflage
- Features that aid survival

MUSIC

- Rhythm 3
- Learn about pulse and rhythm
- Notation crotchet, quaver, minim, dotted crotchet and rest.
- Perform rhythmic poetry.
- Study the history of music.
- CCS&L— Composing a chant with a steady rhythm

GEOGRAPHY

- Use the living map.
- Study of The Lake District and Modern Greece.

COMPUTING

- Use Dance Ejay and Garage Band to teach the idea of laying multiple tracks to make pieces of music
- Use Dance Ejay to generate dance and ambient music songs
- Use Garage Band to make alternative styles of music
- Sample real instruments and use in both programs and Audacity to decide which can be used for better use
- Decide on the best software themselves to make their song
- Promote their hit single and produce the single with help from the ICT technician