

HISTORY

- To know how the Greek's way of life had an influence on the western world.
- To be able to place events from Ancient Greece on a timeline.
- To be able to date key events and use terms related to this period e.g. democracy.
- To use other historical terms such as "empire" and "civilisation".
- To ask a series of questions about the past.
- To use evidence to build up a picture of the past.
- Use different sources for research.
- To be aware that different versions of the past may exist and think about the reasons for this.

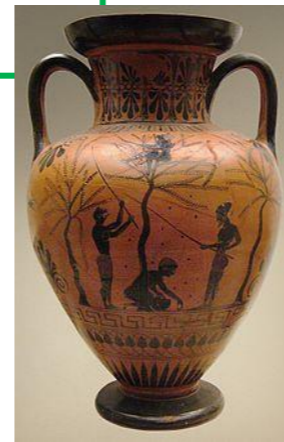


ENGLISH

- Writing own name using Ancient Greek alphabet.
- Planning, writing and editing myths using the main features of a Greek myth.
- Reading a selection of myths and answering questions using inference and deduction
- Revising handwriting joins
- Using commas after fronted adverbials
- Using key vocabulary (pronoun, possessive pronoun, metaphor, proper noun, rhetorical question, fronted adverbial)

ART

- Use the work of an artist to inspire their own work(Arcimboldo)
- Use clay confidently to make Greek pottery inspired by the way Greeks used pots in their daily life.
- Mix and match colours-create a palette suitable to create an Antarctic scene.
- Lighten and darken tones using black and white. (sketching inspired by the work of Nerys Levy)
- Experiment with colour to create an abstract colour palette.
- Use sketchbooks and graded pencils to record drawing from observations (sketching penguins)



FRENCH

- Classroom phrases
- Introducing 8 animal nouns(masculine)
- Spelling of new nouns
- Adverbial phrases
- Making sentences
- Adjectives-four colours
- Syntax-adjectives after nouns.

MATHS

- Using bar models and part-whole models to represent numbers.
- Rounding to the nearest 10, 100 and 1,000.
- Using negative numbers
- Finding 1,000 more or less than a given number
- Partitioning numbers
- Using Roman numerals
- Counting in 25s, 100s and 1,000s
- Ordering numbers
- Learning times tables (mixed) up to 12 x 12

SCIENCE

- Learning about the seven life processes
- Looking at how living things are classified according to certain criteria
- Using classification keys to group different living things

KEY TEXTS AND PUBLISHED PIECES

- Fleeced by Julia Wills
- The Orchard Book of Greek Myths
- The Land of Roar by Jenny McLachlan
- Diary entry of a Greek hoplite
- Writing their own Greek myth

GEOGRAPHY

- To locate Europe on a map or globe
- Name and locate countries in Europe and their capital cities-focus on Antarctica, North and South America
- Recognise and use OS map symbols and using a key
- Draw a sketch map from a high viewpoint
- Explain what lines of latitude and longitude are
- Be able to locate places when given lines of latitude and longitude.

P.E. (Invasion games)

- Play a competitive game (hockey)
- Develop flexibility, strength, technique, control and balance.
- Apply basic principles suitable for attacking and defending.
- Compare their performances to previous ones and try to beat their personal best (Speed, Agility, Quick challenges)
- Use running, jumping and throwing



It's All Greek To Me

Antarctica Class Autumn 1

COMPUTING

- Programming using Scratch.
- Researching The Ancient Greeks using Ipad.