

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.

ART

- 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 the artist Nerys Levy)
- Experiment with colour to create an abstract colour palette.
- Use sketchbooks and graded pencils to record drawing from observations (sketching penguins)

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

RSHE

The children will learn about the zones of regulation and can use some strategies to support how they are feeling. They will be taught to have empathy for others and have awareness of how personal feelings and behaviours can impact upon themselves and others.

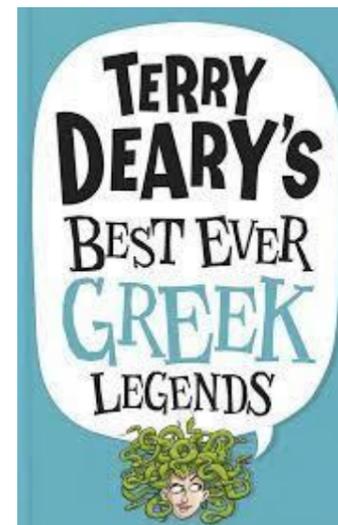


It's All Greek To Me

Antarctica Class Autumn 1

FRENCH

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



KEY TEXTS AND PUBLISHED PIECES

- Terry Deary's Best Ever Greek Legends
 - The Orchard Book of Greek Myths
 - The Land of Roar by Jenny McLachlan
- Diary entry of a Greek hoplite
➤ Writing their own Greek myth

COMPUTING

- Learners will create programs by planning, modifying, and testing commands to create shapes and patterns.
- They will use Logo, a text-based programming language. This looks at repetition and loops within programming.
- They will also use I pads to research the Greek civilization.

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

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.

ENGLISH

- 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)

P.E. (Invasion games)

- Play a competitive game (tennis)
- 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

