#### **Summaries**

### Art and Design

- · Research the shapes and styles of Grecian
- Develop coil and pinch pot making skills
- . Make pots illustrated with their own ideas inspired by Ancient Greek pots
- · Develop delicate painting skills with sable type.
- · Exhibition of pots and presentation of the images/stories on them

### Computing

- · Pupils will use technology, such as cameras, image editors, and desk top publishers
- They will produce a document about a specific topic related to the Ancient Greeks
- · It will include an edited image of themselves, and a range text, images and evidenced tools fitting of the purpose and audience
- · Pupils will learn about images, resolutions, sources and reliability of information as well as a range of other web skills

### **English**

- · Greek myths
- Writing own myths
- Role-plays
- · Daedalus and Icarus
- Demeter and Persephone
- Greek gods

#### TV script

## The Ancient **Greeks**

# Music

- · Playing instrument or singing
- Listening timbre. dynamics, tempo, tonality, pitch
- Composing
- · Musical games

# History

- · Achievements of Ancient Greek civilisation
- · Connections with sport, art, philosophy, architecture, and theatre
- Government and democracy
- · Cities study of Athens
- Board game



#### French

- · Use actions and rhymes to aid memorisation
- · Re-use familiar vocabulary and structures in new contexts
- Listen attentively and understand more complex phrases and sentences
- . Re-read a variety of short texts. Deal with authentic texts
- · Look and listen for visual and aural clues
- . Understand that words will not always have a direct equivalent in the language
- · Ask and answer questions
- · Develop accuracy in pronunciation and intonation
- · Agree and disagree with statements
- · Use a dictionary or a word list
- Appreciate that different languages use different writing conventions
- Manipulate language by changing an element in a sentence
- · Prepare and practise a simple conversation, reusing familiar vocabulary and structures in new contexts.
- · Remember, retain and recall words, phrases or sentences
- . Understand that the order of words in a sentence influences the meaning
- · Apply grammatical knowledge to make sentences
- · Write short sentences using a reference
- Integrate new language into previously learnt language
- · Develop phonic knowledge to aid reading and writing

### Geography

- . The Aegean islands and The Hebrides comparative study
- · Mystery suitcase activity
- Blog or wiki
- · Internet search
- Letter writing
- · Role-play conversation

## **Applied Maths**

- . Sieve of Eratosthenes
- · Finding prime numbers
- Tourist activity
- Platonic solids
- Euclid
- · Properties of rectangles

