

Ancient Greece Year 4 Summer 2



Thematic Areas of Learning

As **Historians**, we will continue our learning about the different aspects of life during Ancient Greece. We will use historical evidence to make connections, explore significant changes and develop our use of historical terms. This term's focus is the Olympics.

As **Design Technologists**, we will be designing, creating and evaluating our own Ancient Greek temples. We will apply our knowledge of how different symbols can represent different characteristics and apply this to our designs.

As **Scientists**, we will be investigating the following questions; Excuse me, are these your teeth? What happens to my food? What does the small intestine do? Who's the predator? How does the digestive system help us?

English

Character description- We will be creating our own mythical creature within a story.

Setting description – We will be writing a spooky setting description.

Diary- We will be writing a diary entry from an Ancient Greek child's point of view.

Biography- We will be researching a famous Ancient Greek and writing a biography about their life.

Maths

Following AET mathematics we will be learning:

- Apply our knowledge of factor pairs
- count up and down in hundredths; recognise that hundredths arise when dividing an object by one hundred and dividing tenths by ten
- find the effect of dividing a one- or two-digit number by 10 and 100, identifying the value of the digits in the answer as ones, tenths and hundredths

We will consolidate our previous learning and apply it in problem solving.

Religious Education

We will be answering the following questions:

- Do people need to go to church to show they are Christians?
- Do religious people lead better lives?
- Is religion the most important influence and inspiration in everyone's life?
- Does participating in worship help people to feel closer to God or their faith community?

Physical Education

In football, we will be learning the skills of passing, dribbling and shooting as well as developing our understanding of positioning on a pitch by taking part in game situations.

Computing

Pupils will explore the concept of repetition in programming using the Scratch environment. Pupils look at the difference between count-controlled and infinite loops, and use their knowledge to modify existing animations and games using repetition.

French

We will be looking at storytelling and focusing on language to describe a family.

Music

We will be exploring Igor Stravinsky's The Firebird Finale. We will learn to play and perform in ensemble contexts, use voices and musical instruments to compose music.

PSHE

We will be learning about some of the changes that will happen to us physically and emotionally. We will also look at the male and female reproductive systems.

Character

We will continue to develop creative ideas and techniques in our DT work, drawing on the work of others. We will also use this creativity in developing our writing in English.

Coaching

We will be developing our self-awareness and teamwork in our PE lessons. We will also be focusing on how we can our own and each other's work in DT and support each other with our designs.

Communities

We will explore how the priorities of historic communities in Ancient Greece are different from what we value in our community today.

"Quality is not an act, it is a habit."--Aristotle

Conservation

We will reflect on the environmental impact of the Ancient Greek lifestyle and compare it to ours today. We will discuss whether aspects of Ancient Greek living were better or worse in terms of conservation.

Curiosity

We will use our curiosity to drive our history learning about Ancient Greeks. We will explore key areas of interest and use our own factual knowledge to support our understanding.