

**Topic: Were the Egyptians the greatest ancient civilisation?**



Year 3 Spring Curriculum Map 2019

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**Core value focus:**

**KEY TEXT – FLAT STANLEY:THE GREAT EGYPTIAN GRAVE ROBBERY**

This is our quality story for the term and will focus on features associated with Ancient Egypt. Our topic asks the questions:

- What were the key features of Ancient Egyptian civilisation?
- What were the beliefs of the Ancient Egyptians?
- What was the lasting impact of Ancient Egypt on life today?

**STARTING POINT**

- Give the children a picture of Egyptian art. What do you think you know about Ancient Egypt? What things do you want to learn?

**ENGLISH**

**(Fiction)SCIENCE FICTION/FANTASY**

- Devise questions for the main characters to answer (in role).
- Write a new episode with a problem, reaction and resolution.
- Use convincing dialogue based on knowledge of the main characters.
- Use inverted commas to show speech.
- Use the first person in writing (I we).

**(Fiction) DRAMA FROM KEY TEXT**

- Use of above grammar conventions in writing produced through drama conventions.

**(Non-Fiction) INSTRUCTIONS**

- Imperative verbs/ adverbs of time.
- Determiners (a/an).

**(Non-Fiction) DISCUSSION TEXTS**

- Showing a balanced argument.
- Sharing information in writing.
- Understanding of difference between fact and opinion.
- Adverbs/adverbials (however, on the other hand).

**MATHEMATICS**

**FRACTIONS**

- Tenths of shapes and numbers.
- To identify unit and non-unit fractions and look for equivalence.

**MEASURES**

- Link money to change. Find change using + and – methods (£ and P non-decimal).
- Compare length m,cm,mm.
- Begin to compare analogue and digital time.

**GEOMETRY**

- Identify model and describe 3D shapes.

**STATISTICS**

- Present data using simple bar graphs and pictograms. Interpret this data.

**NUMBER AND PLACE VALUE**

- Count in 10's 50's 100's up to 1000.
- Solve number problems using place value models (146=100+40+6 or 100+30+16).

**ADDITION AND SUBTRACTION**

- Use formal methods to + and – and the inverse to check calculations.
- Solve missing number problems using inverse operations.

**MULTIPLICATION AND DIVISION**

- Recall facts from the 3 and 4 times table.
- Solve 2 digit x 1 digit calculations.

**P.E.**

- P.E. lessons each Wednesday and Friday afternoons (Real PE curriculum). Cover list of objectives from real PE.
- Sports- hall athletics

**SCIENCE**

**AMAZING BODIES**

- What do we need to survive and stay healthy?
- Why do we have a skeleton?
- How do muscles help us to move?

- Do the differences in our bodies affect how well we can do things?

**RELIGIOUS EDUCATION**

**CHRISTIANITY – Easter – is it a festival of New Life or Sacrifice?**

- What is Lent?
- What happened on Palm Sunday?
- Why was the last supper so important?
- Why was Jesus disappointed in the disciples?
- Why did Jesus have to die?
- What difference does the story of the Resurrection make for Christians?
- What happened when Jesus left them again?
- Why is Pentecost so important to Christians?
- Is Easter a festival or new life or sacrifice?

**COMPUTING**

**WE ARE PRESENTERS**

- Reviewing sports t.v. Discussing techniques and content.
- Working with video cameras. Practise camera techniques and create short clip.
- Shooting the videos. Reviewing footage (audio commentary, titles, music etc.).
- Review clips in Movie Maker.
- Improve the videos in groups and evaluate.

**FRENCH**

- Review classroom phrases.
- Sing short French songs and read simple stories using learnt vocabulary.
- Learn numbers to ten.
- Colours
- Days of the week.

**INTEGRATED CURRICULUM**

**GEOGRAPHY/HISTORY**

- Locate Egypt on a map.
- Label a map of Ancient Egypt and investigate why civilisations started around the River Nile.
- Create a simple timeline of Ancient Egypt.
- Explore Hieroglyphics and how each picture formed a sound to create

writing. Create own name using Hieroglyphics.

- Explore what pyramids were used for. Draw and label one.(Link to D.T.)
- Investigate the role of the Pharaoh in Ancient Egyptian civilisations and create a fact file on a pharaoh of your choice.
- Explore the beliefs of the Ancient Egyptians and their Gods. Draw and investigate one. (Link to Art).
- Explore the practise of mummification and learn why important people were buried with their possessions.

**DESIGN AND TECHNOLOGY**

- Create a 3D model of a pyramid. Label

**ART AND DESIGN**

- Egyptian inspired art- Pharaohs, Gods and Egyptian tomb pictures.
- Create Canopic jars from clay.
- Use Bridget Riley's limited stripe palette of colours based on Egyptian tomb paintings.

**MUSIC**

- Continue to learn songs on the ocarina.
- Continue to learn the musical notes on a stave.
- Listen to Ancient Egyptian music (YouTube) from The Nile or The Valley of the Kings. Describe and add percussion accompaniment.