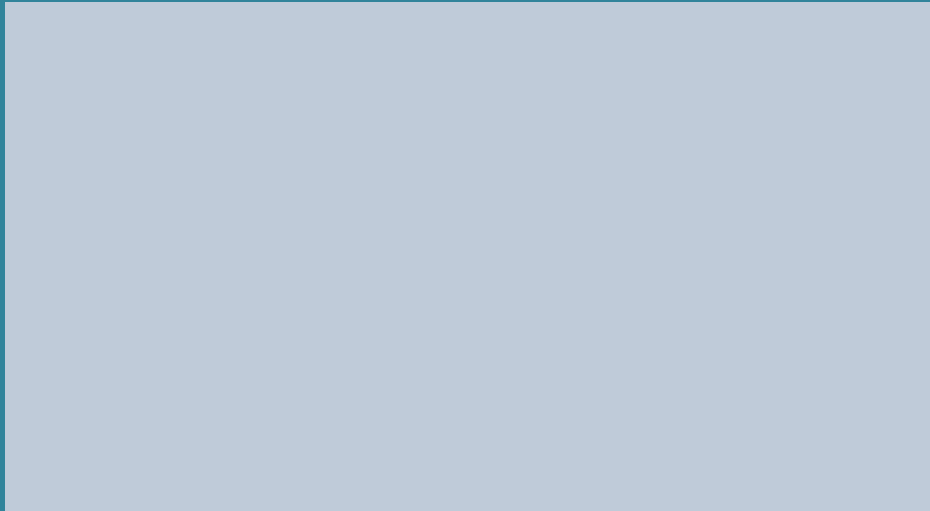




Coundon Primary School
Together Everyone Achieves More



Tomb Raiders Year 3

Essential Knowledge

By the end of this unit children will...

- Understand the concept of 'Ancient' by placing the Ancient Egyptians on a timeline in history.
- Find out about the beliefs of the Ancient Egyptians by looking at factual evidence about the Pyramids, mummies, Hieroglyphics.
- Look at a range of Egyptian artefacts – what do they tell us about the past?
- Using maps and atlases to locate Egypt on a map.
- Follow the route of the Nile.
- Find out about agriculture and farming in Ancient Egypt.

Launch

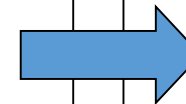
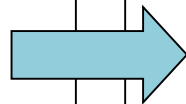
Visit from Ancient Egyptian specialists to look at artefacts and find out more.

Explore

“Archaeological dig”, children use their knowledge of the topic to make their own artefacts from the Egyptian period.

Energise

Have an Egyptian day in costume, to immerse children into the topic.



Spring Term Year 3 Tomb Raiders: Theme Content

History and Geography

English

Geography:

Ask and answer geographical questions about the physical and human characteristics of a location.

Explain own views about locations, giving reasons.

Use maps, atlases, globes and digital/computer mapping to locate countries and describe features. (Using maps and atlases to locate Egypt on a map and follow the route of the Nile)

Use a range of resources to identify the key physical and human features of a location.

Describe key aspects of: Physical geography including, rivers.

Human geography including, settlements and land use including agriculture and farming in Ancient Egypt.

History:

Understand the concept of 'Ancient' by placing the Ancient Egyptians on a timeline in history.

Find out about the beliefs of the Ancient Egyptians by looking at factual evidence about the Pyramids, mummies, Hieroglyphics.

Look at a range of Egyptian artefacts – what do they tell us about the past?

Investigate and Interpret the Past

Use evidence to ask questions and find answers to questions about the past.

Use more than one source of evidence for historical enquiry in order to gain a more accurate understanding of history.

Build an overview of world history

Describe the social, ethnic, cultural or religious diversity of past society.

Describe the characteristic features of the past, including ideas, beliefs, attitudes and experiences of men, women and children.

Understand Chronology

Place events, artefacts and historical figures on a time line using dates.

Communicate Historically

Use appropriate historical vocabulary to communicate, including: dates, time period, change, chronology.

Use literacy to a good standard in order to communicate information about the past.

Non-Chronological

Reports: Note taking when researching and prepare a report about Gods and Goddesses.

Diary entry

Instructions

Holiday Advert

Non-chronological report on the River Nile

Letter

Non-chronological report on food groups and healthy eating.

Art and Design and Design Technology

Art:

Use watercolour to create background wash the add detail through selecting and arranging materials: use collage to create pyramids.

Face study noting size and proportion of faces to complete a picture of a pharaoh's death mask Use sketch books to record their observations and use them to review and revisit ideas. Begin to annotate sketches to explain and elaborate ideas. Replicate some of the techniques used by artists. Create original pieces that are influenced by studies of others. Sketch lightly (no need to use a rubber to correct mistakes). Use different pencils to show line, tone and texture.

Create own Egyptian mask (sculpture): Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).

Design Technology:

Make a bag using sewing techniques: Join textiles with a stitching. Continue to use a range of techniques to decorate textiles.

Design with purpose by identifying opportunities to design. Make products by working efficiently.

Refine work and techniques as work progresses, continually evaluating the product design.