Ancient Egypt

Main Headings of Learning Journey and Key Questions

Pyramids

- ★ What were the Pyramids? How did they impact on life in Ancient Egypt?
- ★ How were the Pyramids designed and built?
- ★ What purposes did the Pyramids have?

Life in Ancient Egypt

- ★ Can you examine Egyptian artefacts and what they might have been used for?
- ★ Can you learn about the River Nile and how it was used?
- ★ Can you learn about the Rosetta stone and its significance, even today?

Can you compare the River Nile to a river in the UK?

Society and Culture

- ★ How was the hierarchy of society in Ancient Egypt different to ours today?
- ★ What sort of roles did the Egyptians have?
- ★ Who were the Pharaohs?
- ★ What was the social significance of the construction of the Great Pyramids?
- ★ What does Zoser's Step Pyramid represent? Why was this important for the Egyptians?
- ★ Can you explain the process of mummification? Why do you think the Egyptians did this?
- ★ Who were the Egyptian Gods and Goddesses and what did they symbolise?
- ★ Why was it important to show your wealth and how did people do this?

Can you name an Egyptian God or Goddess?

Our Learning Journey Autumn Term Year 4



English Learning:

- ★ Exploring Egyptian tales including stories of Gods and Goddesses
- ★ Using our topic to explore nonchronological reports and formal writing.
- ★ Developing of use of vocabulary to build imagery in our creative writing.
- ★ Writing detailed instructions and using clear, concise commands.
- ★ Exploring the features of playscripts before writing our own.
- ★ Reading Haikus, identifying the structure and writing our own.
- ★ Exploring spelling rules and how punctuation can be used effectively.

Maths Learning:

- ★ Learning times tables up to 12x12, including the inverse operations.
- ★ Finding fractions, including equivalent fractions.
- ★ Exploring data analysis and how bar graphs can be used.
- ★ Telling time including digital 24-hour clocks.
- ★ Shape: comparing and classifying triangles and quadrilaterals.
- ★ Methods for calculations: column addition and subtraction, multiplication and division.
- ★ Mental maths: developing techniques for mental calculations such as rounding and estimating.

You could support your child's learning at home by:

- ★ Looking out for books, documentaries and information about Ancient Egypt and help your child to record useful facts.
- ★ Practicing times tables up to 12x12 and reading 5 times a week with your child.

Geography Learning:

- ★ Learning about the location of Egypt in relation to other countries.
- ★ Exploring the River Nile and its uses.
- ★ What is the typical climate and weather in Egypt?
- ★ What is the landscape like in Egypt?
- ★ Why was the weather an important part of Ancient Egyptian culture?

How does the climate in Egypt differ to our climate? What did the Egyptians

Science Learning:

- ★ Exploring living things and their habitats.
- ★ Looking at how living things can be grouped and the variety of ways by which this can be done.
- ★ Outdoor learning and identifying leaves in our own school environment.
- ★ Examining the changes in the environment that can pose dangers to living things.
- ★ Looking at food chains and considering why they are like this.
- ★ Exploring our human body including our digestive system and our teeth.

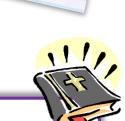
What do you know already about the human body? How is our body different/similar to other living things?

DT Learning:

- ★ Egyptian inventions: exploring the design process, researching inventions and using this to inspire the design of a new invention.
- ★ Creating working models using a range of materials.

Can you describe an Egyptian invention?

Can you explain why you think it was originally designed?



Art Learning:

- ★ Exploring different pencil techniques.
- ★ Sculpture: exploring the features of sculptures, observing and critiquing examples, and planning/designing sculpture models.
- ★ Exploring Egyptian art e.g. Sarcophagus' and use of colour.

What caught your eye? How did they use colour and texture?



- ★ We are Software Developers: exploring how simple educational games can be developed using Scratch.
- ★ We are Toy Designers: prototyping an interactive toy and considering the design aspects and process, as well as how the toy would appeal to its designated audience.
- ★ Learn about our responsibilities online and how we can keep ourselves and each other safe and happy.
- Using the school VLE to add work, communicate with others and engage in class discussions.

Can you explore and develop your VLE Blog? Can you provide other children with useful feedback?

RE Learning:

- ★ Through this year the pupils will learn about people whose lives have been transformed by faith and hope in God.
- ★ In the first branch pupils will study Abraham and consider how he changed through acting on his faith and entered into a covenantal relationship with God.
- ★ Pupils will explore aspects of the story of Elijah whose story shows the importance of faith and hope in God even in desperate times.
- ★ Pupils will then make links between Elijah and John the Baptist.
- ★ Can you share your favourite Bible stories at home? Can you read a find a new storu?

