

Title: Who Let the God's Out?

Areas of Learning



As **historians** we will learn about the rise of the Ancient Greek Civilization and the epic battle between Athens and Sparta. We will develop our understanding of chronology and sequence the key events that took place during this period. We will explore Ancient Greek Myths during our English lessons and use these stories to inspire our own creative writing. We will also learn about the Ancient Greek Olympics and we will enjoy hosting our own Olympic Games!

As **geographers** we will investigate the location of Greece in relation to our own locality and the similarities and differences in relation to climate and landscape.

As **artists** we will sculpt our own 3D pottery using a range of new skills for manipulating and modelling clay. We will look at designs/themes that are painted on the pots and use this as a starting point for our own interpretations. We will also use the work of Alberto Giacometti to inspire our own 3D sculptures linked to the Ancient Olympics.

At Marshfield, learning will be driven by:

Ambition	RE	PSHE
As ambitious people we will: <ul style="list-style-type: none"> Enjoy learning. Ask questions that enable us to develop and extend our understanding. 	GOSPEL: <ul style="list-style-type: none"> Make links between calling of first disciples and how Christians today try to follow Jesus and be 'fishers of people'. Offer suggestions about what Jesus' actions towards the leper might be KINGDOM OF GOD: <ul style="list-style-type: none"> Make links between story of the Day of Pentecost and Christian belief about the Kingdom of God on Earth. Offer suggestions about what the description of Pentecost in Acts 2 might mean. Give examples of what Pentecost means to some Christians now. 	DREAMS AND GOALS: <ul style="list-style-type: none"> Know how it feels to have hopes and dreams Identify the emotion of disappointment and know how to cope with it Know what it means to be resilient Share in the success of a group HEALTHY ME <ul style="list-style-type: none"> Recognise when other people's actions make me feel hurt or embarrassed Identify how different people can have a different impact on me Relate to feelings of shame and guilt Identify feelings of anxiety and fear in relation to peer pressure

Core Learning Skills		Successful Learner Skills		Key Skills		
English				Geography	History	Religious Education

- PERSUASION
 - NON-CHRONOLOGICAL REPORTS:
 - Ancient Greek Olympics
 - Greek Gods
 - CHRONOLOGICAL REPORTS
 - DIARY/RECOUNT
 - LETTER
 - NARRATIVE – voyage & return
 - NARRATIVE – rebirth
 - NARRATIVE - quest
- GRAMMAR FOCUS**
- Standard/Non-standard English
 - Non-fiction language features
 - Clause for extra information
 - Simple, compound, complex sentences
 - Embedded clauses/Relative clauses
 - Range of conjunctions
 - Possessive apostrophe
 - Paragraphs for cohesion

- Feel safe and feel that 'I can'
- Have fun and enjoy learning
- Learn with other learners
- Be involved in reviewing and improving my learning
- Have time and know why I am learning
- Ask questions and know what I could learn next
- Know and understand what I am learning
- Understand how I learn
- Know how to improve
- Know when and how I have been successful
- Have new and varied experiences

To investigate places.

To investigate patterns.

To communicate geographically.

To investigate and interpret the past.

To build an overview of world history.

To understand chronology.

To communicate historically.

To understand beliefs and teachings.

To understand practices and lifestyles.

To understand how beliefs are conveyed.

To reflect.

To understand values.

Maths

- REVISIT – Rounding and Place Value
- GEOMETRY – position/movement
- Percentages (Y5)
- Equivalent fractions and decimals
- +/-/X/÷ WRITTEN METHODS
- MEASURE – area, perimeter, time
- STATISTICS – linked to theme

ICT

- To code**
- Using scratch to programme a character.
 - Using Scratch programme a game linked to Ancient Greece

Values for life

COURAGE - Is having courage the same as being brave?

Science

Working Scientifically	Biology	Chemistry	Physics
Work scientifically.	Understand plants.	Investigate materials	To understand movement, forces and magnets.
Investigate, observe and record in a logical way.	Understand animals and humans.		Understand the Earths movement in space.
Engage safely in practical investigations & experiments.	Investigate living things.		Investigate light and seeing.
	Understand evolution and inheritance.		Investigate sound and hearing.
			Understand electrical circuits.

Art	Computing	Design/Technology	Music
Develop ideas.	To code.	Master practical skills.	To perform.
Master techniques.	To connect.	To design, make, evaluate and improve.	To compose.
Take inspiration from the greats.	To communicate.	Take inspiration from design throughout history.	To transcribe.
	To collect.		To describe music.