




Hawks Curriculum Overview - Autumn 2019 (September to December)

<p>Literacy</p>  <p>Fiction: Stories with familiar settings:</p> <ul style="list-style-type: none"> - Children will explore a traditional fairy tale set within Ancient Egypt through reading The Egyptian Cinderella. They will write their own traditional fairy tale set within the Egyptian era using character descriptions, setting descriptions and drama to create their own adventurous story. <p>Non-fiction: instructions:</p> <ul style="list-style-type: none"> - Children will mummify an apple and create instructions. <p>Poetry: creating images:</p> <ul style="list-style-type: none"> - Look at examples of poetry based on an Egyptian theme before going on to look at different poetic features in more detail. <p>Non-fiction: Newspaper reports</p> <ul style="list-style-type: none"> - Children will identify the key features of a newspaper report. - We will explore the discovery of Tutankhamen's tomb and write a newspaper report about this discovery. 	<p>Mathematics</p> <ul style="list-style-type: none"> - Place value and number - Comparing numbers - Equivalence, counting and number lines - Addition and subtraction - Calculation in context 	<p>Science</p> <p>Forces and magnets:</p> <ul style="list-style-type: none"> - Pushes and pulls - Different surfaces - Natural magnets and compasses - Magnetic materials - Attract and repel - Uses of magnets - Magnet enquiries using fair testing  <p>Rocks:</p> <ul style="list-style-type: none"> - To compare and group together different kinds of rocks on the basis of their appearance and simple physical properties <p>Computing</p> <p>We are programmers:</p> <p>Programming an animation:</p> <ul style="list-style-type: none"> - Create an algorithm for an animated scene in the form of a storyboard - Write a program in Scratch to create the animation - Correct mistakes in the program
<p>History</p> <p>Ancient Egyptians:</p> <ul style="list-style-type: none"> - Map the kingdoms of Ancient Egypt - Create a timeline of events - Research famous pharaohs - Pyramid building and internal structures - Learn about the Sphinx and make our own - Burials and mummification - Howard Carter and the discovery of tutankhamun's tomb. - Find out about changes in Ancient Egypt and the effects these had, including Ramesses the Great and Antony and Cleopatra 	<p>The Egyptians</p>  <p>PE</p>  <p>Gymnastics</p> <ul style="list-style-type: none"> - Try different stretches - Learn different curls - Use stretches and curls on small and large apparatus - Develop gymnastic sequences - Evaluate our performances <p>Ball games:</p> <ul style="list-style-type: none"> - Learn dribbling skills - Develop skills for passing - Learn skills for shooting - Play small games   <p>PSHE</p> <p>Healthy Relationships</p> <ul style="list-style-type: none"> - Make a class charter - Learn about different kinds of feelings - When to keep something confidential or not, or when they should or should not agree to keeping a secret - How to recognize and manage dares - What is a positive healthy relationship? - To respect other people's personal space. - To learn to work collaboratively 	<p>Art and Design</p> <p>Egyptian art:</p> <ul style="list-style-type: none"> - Water colour paintings of Egyptian landscapes - Design Egyptian jewellery - Charcoal images of pharaohs - Create a pharaoh's mask - Design your own Egyptian God or goddess. - Make a papyrus bookmark with ink hieroglyphics - Design and create a model pyramid and evaluate it. 
<p>Geography</p> <p>Egypt and the River Nile:</p> <ul style="list-style-type: none"> - Locate Egypt on a map - Find out about the physical geography of Egypt - Learn about the importance of the River Nile and how rivers are formed - Discover how the river and the banks of the Nile support Egyptian farmers - The effect of the Aswan High Dam - Tourism in modern Egypt 	<p>French</p>  <ul style="list-style-type: none"> - Dans la salle de classe: classroom instructions - Les Voyelles: name the vowels in French - Il / Elle est comment?: use adjectives to describe zoo animals - Un, deux, trois: Numbers up to 12 - La famille: Members of the family. <p>RE</p> <p>The children will learn how religion is used to shape our lives. They will also understand what inspires us and how different religious figures inspire others.</p> 	<p>Music</p> <p>Let Your Spirit Fly:</p> <p>Through the musical theme of 'Let Your Spirit Fly' the children will experience drama, music and dance. They will learn about animals, poetry and the historical context of musical styles.</p>  <p>Design and Technology</p> <p>Shadufs:</p> <ul style="list-style-type: none"> - What is a Shaduf and why is it useful? - Make a prototype Shaduf - Investigate how to make a frame for a Shaduf - Design and choose appropriate materials to make a Shaduf - Suggest ways to test and evaluate my design 

