| Unit: Ancient Egyptians   |                    |   | Focus: History/Geography, Art/DT                     |
|---|--------------------|---|--|
| Year Group: 5   | Term: Autumn 1 & 2 |   |  |
| Intent: Dig deep into an ancient civilisation and explore the wonders of Ancient Egyptian society and how their influence on the wider world!                 |                    |   |  |
| Engage: Egyptian artefacts workshop in   Trip/Visitor: Egyptian artefacts workshop  |                    |   | Express: Egyptian Art workshop with parents & carers |
| school or virtual tour or virtual tour  |                    |   |  |
| RRSA links:   |                    |   |  |
| Article 6: You have the right to life and be healthy. Article 28: The right to learn & go to school. Article 35: You have the right to not be sold (Slavery). |                    |   |  |
| English links: Explanation text about Mummification. Information text about Pharaohs or an aspect of Egyptian life.   |                    |   |  |
| As Historians we will:  |                    | As Geographers we will:   |  |
| (Key concepts: Chronology, significant people, places & events)   |                    | (Key concepts : place knowledge, human & physical geography)  |  |
| Place current study on a timeline in relation to other studies e.g. Vikings & Ancient   |                    | Locate countries and major cities across the globe e.g. locate the continent of   |  |
| Egyptians. Draw a timeline with different historical periods showing key historical   |                    | Africa, locate Egypt & its capital city.  |  |
| events or lives of significant people.  |                    | (Chn could then add additional information about Egypt, its population, culture,  |  |
|   |                    | landmarks, cities etc)  |  |
| Describe and explain the achievements of an influential leader from different periods   |                    | Understand geographical similarities & differences of a region of the UK & a region outside of Europe e.g. North West of England & a region of Egypt (close to the River Nile)  |  |
| of history e.g. Hatshepsut, Ramesses II, Tutankhamun & Cleopatra VII.   |                    |   |  |
| Evaluate the leadership qualities of a significant individual & make a judgement as   |                    |   |  |
| to whether they were an effective leader.   |                    |   |  |
| Explore the lives of people in different sections of Egyptian society.  |                    | Provide detailed explanations for features in relation to location e.g.<br>dwellings/settlements are built near water sources because rivers are trade<br>links (Ancient canals & port of Giza linked to the pyramids), modern day tourism. |  |
| Investigate the pyramids. How were they built and who were they for?  |                    |   |  |
|   |                    |   |  |
| Egyptians.  |                    | earthquakes e.g. arid climate.  |  |
| Make a reasoned judgement from the evidence of tomb artefacts about the identity  |                    | To describe & understand the characteristics of different biomes e.g. desert biome.   |  |
| of the occupant of an Egyptian burial chamber e.g. Tutankhamun.   |                    |   |  |
| Create structured accounts of the characteristics & importance of an ancient  |                    | To describe and understand climate zones, rivers, mountains, volcanoes &  |  |
| civilisation/society.   |                    | earthquakes e.g. The River Nile.  |  |
| Summarise how Britain may have learned from an ancient civilisation.  |                    |   | •  |
| Identify how the Egyptians communicated. What were hieroglyphics and how were   |                    |   |  |
| they used?  | 0.71               |   |  |
| As Artists we will:   |                    | As Designers we will:   |  |
| (Key concepts: Painting & 3D Sculpture).  |                    | (Key concepts: Mechanisms)  |  |
| Make and match colours with increasing accuracy.  |                    | Analyse how inventions & products have changes people's lives e.g. ancient shadu  |  |
|   |                    | Vs modern day cranes.   |  |
| Create tints, shades & highlights using paint.  |                    | Develop ideas through the analysis of existing products.  |  |
| Investigate how different artists & cultures have used a range of visual elements in  |                    | Understand how gears & pulleys can be used to speed up or slow down a   |  |
| their work e.g. line, tone, texture & pattern e.g. an Egyptian Death Mask.  |                    | mechanism (Theory & practical exploration).   |  |
| To consolidate existing skills & explore different media.   |                    | Use annotated sketches, cross sectional drawings & exploded diagrams to test &  |  |
|   |                    | communicate ideas.  |  |
| Further develop techniques & use of tools associated with 3D form using intricate   |                    | Test & evaluate my product/design against original criteria e.g. function & adapt as  |  |
| detailing & features in clay e.g. Canopic jars.   |                    | the design is developed.  |  |
|   |                    | Understand how to strengthen, stiffen & reinforce 3D frameworks (of the shaduf).  |  |