

## Maths

-Oak Academy Scheme followed for Year 5 and 6

-National Curriculum strands covered

- Number—add, subtract, multiply, divide
- Fractions, percentages, decimals
- Ratio
- Algebra
- Measurements
- Geometry- shape, position, properties
- Statistics and data
- Mental maths and arithmetic skills

Maths will be taught through the topic of Ancient Greece linking the strands to as many areas as possible.

## Science

**Animals including humans-**

Nutrition of an Olympian, keeping fit and Healthy, the human body

**Properties changes of materials-** grouping materials and looking at changes in material property

**Working Scientifically-** planning scientific enquiries, looking at records, data making predictions and conclusions

## PHSE and Safeguarding

Being Healthy, Exploring emotions

## Educational Visit/ Themed Days

### Ancient Greece Feasts Themed Day

Children to enjoy a day in the Life experience as Ancient Greeks- they will dress up, take part in various activities including a feasts which they have themselves created.

## History:

-**World history- Ancient Greece** - a study of Greek life and achievements and their influence on the western world

-Sources of evidence to deduce information about the past, - Understanding of culture architecture/designs/ literature/ the arts

Who were the ancient Greeks? - Chronology and location.

Comparing warriors of Greece - Spartans and Athenians.



## Buxworth Values

Compassionate, trustworthy, respectful, good friend, thankful, resilient, aspirational, entrepreneurial, environmental,

## PE/Games:

-**P.E. outdoor** -Invasion games - developing skilful attacking /team play. Exploring defence skills. - Striking and Fielding

-**Indoor-** Gymnastics activities - Creating longer sequences and learning a wider range of actions

Olympic athlete training - Training programmes and nutrition for athletes in Ancient Greece

## Art and Design

Making 3D Masks of Greek mythological beasts- Papier mache, paint texture and design. 3D soldiers - Ancient Greek Spartan warrior/Hoplite.

## Design and Technology:

- **Design and make-** Designing and making Greek Masks Designing and creating a feast

## ICT

To Code- to design a mythical monster or beast to show

To Collect and Communicate- design a guide to Greek Gods and places to visit in Ancient Greece

- Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour

## Geography

-**Human and physical geography-**investigating Greece's mountains, rivers, volcanoes,

- **Place knowledge-** to understand physical differences to the UK Investigating human settlements, land use, economic trade links

-**Geographical skills and fieldwork-** To use maps, atlases,

## Reading

- **Class Novel/ shared text-**

Who Let The Gods Out-

M. Evans

Iliad / Odyssey

- Homer

## Languages

French Les jeux Olympiques

Le weekend

## English:

**Fiction- narrative-** Traditional stories, fables, myths and legends. Stories from other cultures. Recounts of the Ancient Olympics. Comparing life now to then - History.

**Non-Fiction-** Recounts, instructions persuasive, non-chronological report, balanced arguments, explanations, newspaper reports, biographies

**Poetry-**Classical poetry and literature,

## FILM Links/ Clips-

Jason and The Argonauts, Troy, Ulysses, Hercules, Percy Jackson and the Lightning Thief

## R.E.

- **Derbyshire Scheme** Why do some people believe God exists? (U2.1)

What do religions say to us when life gets hard? (U2.3)