

History- Ancient Egypt

	I can list key dates and facts. I can order events chronologically.	
	I can use a range of different sources to ask and answer questions about the past.	
	I can summarise achievements of the Ancient Egyptians.	

Hi2/2.3 **Ancient Civilizations:** Pupils should be taught about the achievements of the earliest civilizations.

Music- Songs from Africa

	I can recognise repeated patterns, including Ostinatos and 'Call and Response'. I can identify different timbres in a piece of music.	
	I can perform with awareness of pulse and control of rhythm.	
	I can create a range of timbres by making sounds in different ways. I can evaluate my performance.	

Mu2/1.1 play and perform in solo and ensemble contexts, using their voices and playing musical instruments with increasing accuracy, fluency, control and expression

Mu2/1.5 appreciate and understand a wide range of high-quality live and recorded music drawn from different traditions.

Art

	I can select and mix appropriate colours. I can observe details closely.	
	I can experiment with different techniques and mark making. I can apply scale and proportion in my work.	
	I can evaluate my artwork. I can examine an artist's work and discuss its effect.	

Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas

Ar2/1.2 to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.

Geography- Egypt

	I can locate Egypt on a map. I can describe the Ancient Egyptian landscape.	
	I can examine how Ancient Egyptian people used their land.	
	I can explain the significance of the River Nile in Ancient Egyptian life. I can compare Ancient Egypt and Modern Egypt.	

Ge2/1.1 Locational Knowledge -Locate the world's countries. Look at their environmental regions, key physical and human characteristics.

Ge2/1.4a use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

Ancient Egypt Terms 1 and 2



Computing- We are Software Developers

	I understand how to combine a range of different variables to create my own program.	
	I can debug a program that I have written.	
	I can design and create a program that includes a sequence. I can evaluate my program.	

Co2/1.1 design, write and debug programs that accomplish specific goals

Co2/1.2 use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

DT- Shaduf

	I can select appropriate materials and equipment to make my design. I understand how systems such as levers and pulleys create movement.	
	I can sketch my design ideas. I can identify potential problems with my design.	
	I can test and evaluate my design.	

DT2/1.1b generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams

DT2/1.2b select from and use a wider range of materials and components, including construction.

Science- States of Matter

	I can sort and group materials together, according to whether they are solids, liquids or gases.	
	I can predict and test how different materials change when they are heated or cooled. I can identify the part played by evaporation and condensation in the water cycle.	
	I can evaluate my scientific inquiry, reflecting on my hypothesis.	

Sc4/3.1a compare and group materials together, according to whether they are solids, liquids or gases

Sc4/3.1b observe that some materials change state when they are heated or cooled, and measure or research the temperature at which this happens in degrees Celsius (°C)

Sc4/3.1c identify the part played by evaporation and condensation in the water cycle and associate the rate of evaporation with temperature.