



Coundon Primary School

Together Everyone Achieves More



## Spring Term Year 3 Tomb Raiders

### Essential Knowledge

By the end of this unit children will know...

- Understand the concept of 'Ancient' by placing the Ancient Egyptians on a timeline in history.
- Find out about the beliefs of the Ancient Egyptians by looking at factual evidence about the Pyramids, mummies, Hieroglyphics.
- Look at a range of Egyptian artefacts – what do they tell us about the past?
- Using maps and atlases to locate Egypt on a map.
- Follow the route of the Nile.
- Find out about agriculture and farming in Ancient Egypt.

#### Explore

Visit from Ancient Egyptian specialists to look at artefacts and find out more.

#### Energise

"Archeological dig", children use their knowledge of the topic to make their own artefacts from the Egyptian period.

#### Celebrate

Have an Egyptian day in costume, to immerse children into the topic.

## Core Subjects:

Links to theme

### English

- Non Chronological Reports: Note taking when researching and some children preparing a report about Egyptian gods.
- Story reading based on Egyptian myths and legends.

### Mathematics

#### Measures

- Solve problems based on weight and capacity: Ancient Egyptian rituals of weighing the heart against the feather of truth.

#### Shape

- Symmetry through an art-based task.

#### Data Handling

- Catalogue discoveries found in an Egyptian tomb. Create bar charts to display.

## Spring Term Year 3 Tomb Raiders : Theme Content

### Personal Development

#### Spiritual

How Egyptians prepared for the afterlife. They will consider different religions and how people's faith prepares them for death.

#### Moral

Identify where they have contributed well and will identify areas for development.

#### Social

Children work collaboratively Negotiate, respecting others' roles within the group and they will have to resolve conflicts as they arise.

#### Cultural

Compare the hierarchical system on Ancient Egypt with other hierarchical systems e.g. Schools, the government

### Foundation Subjects

#### History, Geography and Citizenship

##### Geography:

- Using maps, atlases and Google Earth to locate Egypt on a map.
- Follow the route of the Nile.
- Find out about agriculture and farming in Ancient Egypt.

##### History:

- Understand the term 'Ancient' by placing the period on a timeline.
- Find out about the beliefs of the Ancient Egyptians by looking at factual evidence about the Pyramids, mummies and hieroglyphics.
- Look at a range of Egyptian artefacts – what do they tell us about the past?

#### Art and Design and Design Technology

Art: Face study noting size and proportion of faces, linking to work in maths on symmetry to complete a picture of a pharaoh's death mask.

##### Design Technology:

- Use mouldable materials to design and make a Canopic jar.
- Create and decorate a sarcophagus

#### Music, Languages and Physical Education

Music: Using musical instruments, children compose and perform as a group to act out the journey to the underworld, to create a soundscape.

Dance: Create and perform a dance inspired by the ancient Egyptians.

#### Computing

- Using websites and search engines to conduct further research.
- To look at virtual tours inside the pyramids.

# Spring Term Year 3 Tomb Raiders: Links to National Curriculum Framework

## Core Subjects:

### English

- Understand the skills and processes essential for writing: thinking aloud to generate ideas, drafting, and re-reading to check meaning is clear.

### Mathematics

- Use and apply measures to a range of different contexts.
- Gather, organize and interrogate data.
- Use the properties of shapes and angles in complex and practical contexts.

## Foundation Subjects

### History, Geography and Citizenship

#### History:

- Learn about an ancient civilization.

#### Geography:

- Name and locate Egypt and identify its human and physical characteristics.
- Use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied.

### Art and Design and Design Technology

#### Art and Design:

- Improve their mastery of techniques- painting and use of materials /media.
- Learn about great architects, artists and designers.

#### Design Technology

- Use safely and increasingly effectively a wider range of tools, equipment and materials.
- Use constructive comments from others to improve their work.

### Music, Languages and Physical Education

#### Music:

- Play and perform with increasing accuracy, control and expression.
- Improvise and compose music using the inter-related dimensions of music separately and in combination.

#### Dance:

- Perform dances using a range of movement patterns

### Computing

- Use the internet to collect, analyse, evaluate and present information.