

# Ancient Greece

## Outcome One:

Write postcards from important places in Ancient Greece



## Outcome Two:

Research and publish an informative report about daily life in Ancient Greece



## Outcome Three:

Write and perform a short play about the Battle of Marathon

## Outcome Four:

Create a detailed sketch of the Parthenon.

## Outcome Five:

To use create a printing block of an Ancient Greek pattern to design a vase



## Enquiry question: Was it all a myth?

### Key skills we will be aspiring to achieve:

<b>Maths</b>	Recap: Place value and the four operations Fractions, decimals and percentages Measure	<b>English</b>	Become familiar with a range of genres, including fables.  Read and understand myths and legends
<b>Geography</b>	Locate the world's countries using maps and grid references to focus on Greece, the surrounding areas and significant places.	<b>Computing</b>	Unit 5.3: We are artists Fusing geometry and art in programmes such as: Adobe Illustrator, Scratch and Inkscape.
<b>History</b>	To understand where Ancient Greek civilisation fits on a timelines • To explore the daily life of an Ancient Greek • To recall key facts and knowledge about Ancient Greek warfare • Understand how the Ancient Greek civilisations influenced the western world.	<b>Art/DT</b>	Pupils to select from and use a wider range of tools and equipment to perform practical tasks  Pupils should improve their mastery of art and design techniques.
<b>PE</b>	Invasive sports	<b>Science</b>	• Associate the brightness of a lamp or the volume of a buzzer with the number and voltage of cells used in the circuit. • Give reasons for variations in how components function • Use recognised symbols when representing a simple circuit in a diagram.

### Texts we will be reading:

Aesop's Fables

Myths: Theseus and the Minotaur

### Developing oracy by:

Having class discussions and debates surrounding our topic of Ancient Greece.

Taking part in Greek theatre.

### Our P4C focus will be:

If we are what we repeatedly do, then is excellence a habit rather than an act?

### Immersive Experience:

An Ancient Greek day

### Project Outcome:

tbc

### Project Audience:

tbc

