



Class: Crystal

Date of project: Terms 3 and 4



## Can we turn back time?

**Art-** To explore the use of pastels and to explore sculpture styles.

**Computing-** To know how to keep safe online and to plan and debug algorithms.  
Media – to manipulate pictures and record sound and video.

**Geography-** To developing maps skills focusing on Europe and to investigate urban and rural areas, comparing human and physical features.

**History-** To plot and compare Historical periods and make comparisons to present day, using a variation of sources.

**PSHE/British Values-** Democracy and law. To show their understanding of values.

**PE-** Volleyball and Gymnastics.

**RE-** To understand how beliefs have changed and compare them to how Christians worship today.

**Science-** To recognise the use of magnets and how they work and to classify rocks according to their properties and explore their uses.

**English:** Overcoming the beast stories, Myths, Instruction writing, diaries, scripts and fact files.

**Maths:** Fractions, time and measurement (all we involve reasoning and problem-solving).

**MFL:** French greeting, colours and counting.

In Term 3, we will be using the following texts: 'Stone Age Boy' By Satoshi Kitamura.

In Term 4, we will be using these following texts: Greek Myths by Marcia Williams and extracts from the 'Percy Jackson' series by Rick Riordan.

To immerse our class through Terms 3 and 4 we will have the following learning environment: An Iron Age Round House, a cave with Stone Age cave art, an internet café where the children can relax and research/applying computing skills as well as Ancient Greek pillars and statues to show their art and architecture.

Tools to help them learn: artefacts from Ancient Greece or the Stone Age – Iron Age, books relating to these eras and resources for maths and English which to these times.

In response to children's needs, the environment may change through the terms.

<b>Project launch:</b> Archaeological dig and web designer visit.	<b>How can we set up a website?</b> Outcome: Understanding how to research and program for the website.	<b>What is Historical Fiction?</b> Outcome: A range of Stone Age stories and Greek Myths. There will also be instructions on how to trap a Minotaur.	<b>When and where did it all take place?</b> Outcome: A range of maps and a timeline for the website.	<b>How was the world different back then?</b> Outcome: Fact files on different parts of Ancient Greek and Stone Age to Iron Age life.	<b>How can we capture History?</b> Outcome: Filmed documentaries on life in each era.	<b>Project outcome:</b> Webpage launch coffee morning with parents.
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