

Computing

- Software developer.
- Educational game.
- Scratch/Egyptian effects.
- Mummies.

English

- Book study- Daughter of the Nile, The Time travelling cat and the Egyptian Goddess.
- Egyptian settings.

Geography

- Map work.
- Egypt, River Nile, Rivers.
- Trade route.
- Weather.
- Tourism.
- Settlements.
- Population.

Year 4- The Epic Egyptians

Music/PE

- Egyptian dancing.
- Singing.
- PE- games skills in tennis

Art

- Making pyramids/tombs.
- Sketching/shading- The Sphinx.
- Painting landscapes.

Maths/DT

- Problem solving- code work, Egyptian numbers.
- Sewing/textiles- create Egyptian numbers.
- Measuring time with a water clock.

Science

- Living things: Recognise that living things can be grouped in different ways.
- Use classification keys to group/identify/name a variety of living things in the local and wider environment.
- Animals Inc. Humans: Describe simple functions of the digestive system in humans.
- Construct and use food chains: Producer/Predator/Prey.

History

- Ancient Egypt.
- Visit to the BMAG.
- Wow starter- Mummy Hunt.
- Hieroglyphs.
- Cracking a code.
- Pyramids- Wonder of the World.