



Ancient Egypt

Year 3 Spring 1

Study overview (key focus on threads of Technological Innovation, Farming and Trade, Civilization and Legacy)

This is a study of life on the River Nile at a parallel point in time to the Iron Age life in Britain. This will feature the children exploring the differing technologies, civilization, society and government in ancient Egypt. This will introduce the children to the idea of slavery and an early understanding of figurehead leaders such as pharaohs. It will also further their understanding of how archaeology has helped us understand the past better.

Although mainly a history topic, this will also develop the children's awareness of the importance of rivers to the development of societies. This will involve a study of life on the River Nile and explore land use and farming in that locality, building on their understanding of farming locally and on their understanding of global habitats.

Key Vocabulary

History: century, irrigation, millennium, nobility, ruler, tomb, pharaoh, pyramid, afterlife, mummification, hieroglyphics, monument, archaeology, Canopic jars, papyrus, sarcophagus, afterlife

Geography: Africa, Egypt, Nile, desert, continent, hemisphere

National Curriculum Objectives (History)

The achievements of the earliest civilizations – an overview of where and when the first civilizations appeared and an in depth study of Ancient Egypt

A non-European society (Egypt) that provides contrasts with British history

Knowledge to be gained:

- To know when the ancient Egyptians lived and where in the world Egypt is
- To know the importance of the River Nile to the ancient Egyptians
- To know about the construction of ancient Egyptian pyramids and the use of slaves
- To describe the ancient Egyptian mummification process
- To know that the ancient Egyptians worshiped many different gods
- To know that the ancient Egyptian civilisation had a ruling system and that the Pharaoh was the ultimate leader of all the Egyptian people and to recall the names of some important Pharaohs
- To know about Howard Carter's excavations of Tutankhamun's tomb
- To know what the ancient Egyptians did for entertainment
- To know the food that was available and how it was grown along the Nile
- To know about Egyptian houses and homes and lifestyle

Key Texts

- The Egyptian Sleepover (Main text)
- Egyptian Cinderella
- My Story: Princess of Egypt
- Marcy and the Riddle of the Sphinx
- The Story of Tutankhamun
- So you think you've got it bad? A kid's life in Ancient Egypt

Key Experiences

- Putting together a school museum for parents to visit.

Linked learning in English and Grammar

Information text – formal language, subheadings, captions, use of facts

Fractured fairy tales – Dialogue, third person, adverbs, verbs, similes, descriptive detail

Linked learning in Art and Design

Creating large scale Egyptian hieroglyph paintings.

Creating clay relief Canopic jars.

Linked learning in Design Technology

Children will research, design and construct a shaduf.

They will then test their design and make improvements for their final design.

Discrete learning in Science

Animals including humans. Children will explore nutrition, understanding the different food groups and healthy, balanced diets. They will also learn about skeletons and muscles, understanding their functions for movement.

Linked learning in Geography

Study of the Nile and land use near the Nile.

Location of Egypt and major landmarks.

Physical and Human features of Egypt compared to features in the UK.

Linked learning in Music

Composition notation (Ancient Egypt theme)- children will practice singing in time, identify the structure of a piece of music and improvise their own piece of music.

Discrete learning in PSHE

Keeping Safe: We will learn about how to stay safe in different personal and health situations.

Discrete learning in Physical Education

Symmetry and asymmetry (Indoor PE)

Basketball (Outdoor PE)

Discrete learning in Religious Education

Islam – Explore how a Muslim shows his/her obedience and submission to Allah.

Discrete learning in Computing

Programming using Scratch- Children will learn how to code Chase Games using Scratch.

Discrete learning in MFL

Playground games, number and age. Including learning the numbers 1-12, asking and answering questions which include numbers and ages.