

It's All Greek to Me

**Autumn
2023**

**Winter
Class**



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Literacy

Use Orpheus and Eurydice to identify language and effects. **Link to our Christian Value of 'Love' within the context of bereavement.**

Hot seating and role play to empathise and develop our understanding of characters.

Examine a variety of Ancient Greek myths and identify common themes.

Read Orpheus and Eurydice to identify different characters' thoughts and feelings at key points in the story.

Turn direct speech into reported speech.

Write letters from Orpheus to the God Hades.

Create their own mythical hero and monster and apply conventions of myth writing to create their own myth.

Adapt a myth into a playscript showing an awareness of dramatic conventions, acting out their own Greek play/tragedy to an audience.

Research, design and plan their own Ancient Greek theme park using a variety of persuasive language and imagery.

Produce an advertisement for their theme park.

Read a range of Greek myths and literature from several authors, comparing and contrasting their content.

Read a variety of Ancient Greek poems for children

Apply their knowledge of the Ancient Greeks and their myths to write their own poetry

Outcome Activity:

The children will present their learning and a series of short plays that demonstrates their understanding of Ancient Greece on Thursday **7th December at 9am in the hall.**

Rationale: Children will pose questions to explore and understand the nature of this ancient civilisation. They will understand historical concepts and the methods of historical enquiry, including the interpretations of historical evidence. This will give all the children opportunities to develop their 'Higher Order Thinking' and to demonstrate the skills they will need in the future. As part of their evaluation of this work, the children will identify skills they have used from our 'Learning Toolbox'.

Christian Value of Love will be explored through the concept of bereavement.

History

Use postcards, maps, holiday brochures and the internet to find out about features of life in Greece today.

Use historical sources, including artefacts and the internet to find out about life in Ancient Greece.

Know what 'ancient' means and where we can place dates for the civilization on a timeline explaining the terms BCE, BC and AD.

Locate Athens and Sparta on a map and use physical features to explain why they grew up separately and became rivals.

Learn about the Greek army and navy from their pottery. Why did they need both?

Explore British Value of democracy.

Explain how the Olympics developed.

Investigate the development of the Olympics over the centuries.

Make their own interpretation of the ancient Olympic games. Compare modern and ancient versions.

Explore the concept of a civilisation and link to others they have studied.

Geography

Recognise and name countries and areas of sea around the present day Mediterranean Sea. Locate Greece and it's political and physical features. Identify a range of physical features including vegetation using pictorial, map and satellite evidence. Including the use of GIS.

Select an area for study, investigating how its geography affects the lives of different people and the impact that topography and terrain has made to Ancient and modern civilisations in Greece.

Collect climate data for the region and compare its seasons and weather patterns with ours suggesting how climate has influenced Greece throughout time.

Art

Research the development of Greek pottery and statues and how they depict life and beliefs, incorporating first hand experience from the Ashmolean Museum in Oxford.

Investigate their techniques in sketching, to include ways of representing scenes from Ancient Greek pottery that depict life in an ancient society. Develop techniques to help sketch human figures. Use clay to make Ancient Greek style pottery that depicts scenes from Ancient Greek myths and everyday life.

Compare and evaluate our work.

Thinking linked to Learning Toolbox

Generate questions which can be investigated linked to Blooms Taxonomy.

Justifying opinion with reasoning.

Use a range of 'higher order thinking skills' to develop their leaning.

Identify when they have used the skills in the 'Learning Toolbox'

Hook: Visit to the Ashmolean Museum in Oxford

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These are some of the activities your child will be carrying out this term:

Locate Athens and Sparta on a map and using physical features to explain why they grew up separately and became rivals.

Read Orpheus and Eurydice to identify different characters thoughts and feelings at key points in the story. Explore the Christian Value of Love through the concept of bereavement and loss.

Investigate techniques in sketchbooks, including ways of representing Ancient Greek society and figures and then make their own pottery.

Investigate the origin of the Olympic Games and their development over the centuries.

Discover the Ancient Greek alphabet

Compare different Ancient Greek myths.

Explore the concepts of civilisation and democracy through P4C.

Write letters from Orpheus to the God Hades.

Research the Greek gods through myth and pottery

Outcome Activity: The children will present their learning and plays **Thursday 7th December at 9am in the hall.**

Explore Greek architecture and design their own temple

Create a website on an Ancient Greek topic to include hyperlinks.
Evaluate their own website

Use a range of historical sources, including artefacts and the internet to find out about life in Ancient Greece.

Explore Greek myths and write their own.

Use a range of IT skills to communicate their understanding.

Write and perform a Greek play/tragedy.

Learn about the Greek army and navy from their pottery.

Read and write poetry about the Greek Myths

Find about Greeks as warriors

Visit the Ashmolean Museum. Use virtual links to the Ashmolean and British Museums.

Develop an understanding of ancient Greek pottery and its contribution to our understanding of Ancient Greece

Develop use of persuasive and figurative language to design an Ancient Greek Theme Park.

Investigate the impact of topography and climate on the history of Greece and life there today.

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Home Learning Activity.
Children make a 3D model that develops their understanding of Ancient Greece using a theme and material of their own choice

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Home Learning:

Please could children make a 3D model that develops their understanding of Ancient Greece. This *could* be:

- a model Parthenon or temple
- an Ancient Greek helmet or a shield
- an Ancient Greek costume
- a trireme

The choice of what you make and the materials you use is yours!

Please could the project be completed and handed in by **Monday 4th December** so we can include this in our outcome.