Challenge pack

A Day at the Museum

Learning Challenge

How can we run our own Pop-Up Museum?

A focus on World History through the studies of Ancient Egypt and the Early Mayan Civilization



Hooks or memorable experiences

Egyptian school visit - http:// www.getthespecialists.co.uk/ egyptians_schools.html



<u>Public Product</u>—what will the outcome look like to demonstrate learning?

In collaboration with Year 3, pupils will work to create a pop up museum that demonstrates in depth learning about 2 periods of time in World History.

Their writing, investigation, art work and learning will help visitors understand life at these times. <u>Class texts</u>—whole class reading, extracts, thematic books

Main texts for planning:

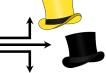


Additional books from book web: Secrets of a Sun King, Marcy and the Riddle of the Sphinx, Magnificent Egypt, Mayan Civilization

<u>Cognitive skills / Meta-learning</u> specific teaching examples to use in learning



Collaboration—How can we work with Year 3 to create a joint museum to show the learning from both year groups?



Plus, Minus, Interesting —Evaluate the effectiveness of your museum. What went well? What could you improve on next time?

Killer Questions—those asked to measure understanding of pupils

When and where did the Ancient Egyptian period exist?

Were the key discoveries about what this time period was like and how do we know?

When and where did the Mayan civilisation occur? What are the Mayans known for?

Are these any similarities and differences between these 2 different time periods?

How do we know as historians what took place at these different times?

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SUBJECT FOCUS (delete as required)		Childre	n will learn about / will know WHAT? (Declarative knowledge)	Children will know HOW TO? (Procedural knowledge)	Prior learning (Schemata)	Vocabulary
History		 The ac Ancien A non-l with Br Key dates these per What spe od. 	o of Wider world history focus hievements of the earliest civilizations – t Egypt European society that provides contrasts ritish history –Mayan civilization s, people and events associated with riods. ecific artefacts tell us about the time peri- ges between these periods, modern day.	 H2.1a Use BC and AD to show different time periods studied H2.1b Attach the terms AD and BC correctly when placing different periods on a timeline H2.2d Question if a source is useful or not H2.2e Understand the difference between an artefact and replica and why both exist H2.2g Find out how features of a civilization have been adapted since that time H2.3a Give reasons for different ways that the past is represented 	Ancient Greece – a study of Greek life and achievements and their influence on the western world	BC / AD Source, Artefact, Replica Civilization, Society Tutankhamun, Howard Carter, Mummification, River Nile, Gods, Sphinx, Pyramids (both times) Hieroglyphics (both times) Calendar, Astrology
RE		•				
Art		toricalStyle o size of	g— styles and artists influenced by his- time periods f paintings—side portraiture and figures, figures to represent status colours related to symbolism	 A3.1a Make thoughtful observations, compare ideas methods and approaches in their own and selected artists work A3.3a Know which secondary colours mix to make tertiary colours and use this successfully. A3.3b Use their knowledge of different types of paint to choose the most suitable. 	Drawing and sketching – proportionate bodies Clay (3D materials) – Greek pots Designs - observations of artefacts	Hieroglyphics Papyrus paper Side portraiture Primary colours Secondary colours Tertiary colours Water colour, Acrylic, Poster paint
Design Technology			as of artefacts—key historical artefacts n be imitated through design techniques	 D2.1d Produce a labelled plan, explaining my process of production D2.3a Select the most appropriate tools for a given task D2.4a Evaluate my product against its original design purpose and if it is appealing 	Year 3—design and produc- tion of replica artefacts	Sculpture Clay, Wood, Plaster of Paris, Moulds Chisel, Hammer, Nails, Glue Process, design, purpose, production
Music		Compose Short turr	usic oythmic sequences e using crotchets and quavers ned patterns e – answering phrase, drums	 M2.2c I can play in a drumming group with polyphonic sound. M2.3a I can invent simple rhythmic and melodic sequences and write them down with support. M2.3c I can compose using simple rhythms e.g. crotchet, quavers. M2.3b I can improvise short patterns using voice or tuned percussion. M2.3d I can compose music to a given stimulus M2.3e I can confidently improvise melodic and rhythmic patterns. M2.4b I can listen to a short sequence and make an answering phrase. 	Styles and range of music, electronic music versus tradi- tional music Dimensions of music Listening to more complex patterns in music	Polyphonic Drumming, rhythm, beat, pulse Notation, crotchet, qua- vers, stave, rest Composition, improvisa- tion Melody Sequence Repeat, Answer
ICT and Computing (including apps and digital pencil case)		OnlineDesign	Safety and create	 C2.2c Design and create content C2.4a Use technology responsibly C2.4b Use search technologies effectively C2.4c Identify a range of ways to report concerns about online content 	Data collection, Present data Evaluate information	Word, Publisher Image, Text, Word process Copy, paste, save Search engine, key words CEOP button
PSHE		Keeping y Responsi	yourself safe (ICT link) bility for behaviour	 PSHE2.1b I understand that there is a consequence to my online actions PSHE2.1c I understand what bullying looks like in real life and online 	Mental health and wellbeing	Consequence Digital footprint Bullying, Harassment, Trolling